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Interactive video - Theory and technology for the 21st century.

J. Struct. Learn. Intell. Syst. 14, No. 4, 385-399 (2001).

This article discusses different aspects of 'interactivity' when working with a multimedia system: from use of given information to a tracking approach by varying given system components. These aspects are demonstrated by the use of a virtual enterprise as one example of complex teaching-learning environments.

Classification: R37

Keywords: multimedia education; audio-visual equipment; instructional design; teaching-learning environment; virtual reality