

- [12] Feldman, D. 2 October 2000, *Technology and Early Literacy: A Recipe for Success*. [Online]. Children and Computers website. Available: <http://www.childrenandcomputers.com/> [Accessed: 4 October 2001]
- [13] Furness, T., Wisp, W., Yu, B. The Impact of Three Dimensional Immersive Virtual Environments on Modern Pedagogy: Global Change, PE and Learning Workshops. Report of workshop held in Seattle, Washington and at the University of Maryland, May-June 1997, 30 January 1998

Bibliography

- [14] Jelsa, C., Savitz, K. (No date), *Computers and Kids: The Best Kind of On-screen Fun*. [Online] Sesame Workshop. Available: <http://www.sesame.com/kids/computer/> [Accessed: 22 May 2002]
- [1] Woolf, H. *Webster's New Collegiate Dictionary*. Springfield: G. & C. Merriam Company, 1979, p. 636.
- [2] internet.com and INT Media Group Incorporated (No date) *Lycos Tech Glossary* [Online] Available: <http://lycos.webopedia.com> [Accessed: 4 April 2002]
- [3] TechTarget Network (No date) *whatis.com IT-specific encyclopedia* [Online] Available: <http://www.whatis.com> [Accessed: 22 May 2002]
- [4] Andolsek, D. Virtual Reality in Education and Training. *International Journal of Instructional Media*. 1995. **22** (2), 145.
- [5] Powers, D., Darrow, M. Special Education and Virtual Reality: Challenges and Possibilities. *Journal of Research on Computing in Education*. 1994, **27** (1), 111.
- [6] Abbott, J., Faris, S. Integrating Technology into Preservice Literacy Instruction: A survey of elementary education students' attitudes towards computers. *Journal of Research on Computing in Education*. 2000, **33** (2), 149.
- [7] Lelouche, R. The successive contributions of computers. *European Journal of Engineering Education*. 1998, **23** (3), 297.
- [8] Dede, C., Salzman, M., Loftin, B., Ash, K. Virtual Reality Supports Science Education. *Curriculum Administrator*. 1999, **35** (3), 31.
- [9] Auld, L., Pantelidis, V. Virtual Reality: The Virtual Reality and Education Laboratory at East Carolina University. *T.H.E Journal*. 1999, **27** (4), 48.
- [10] Hokanson, B., Hooper, S. Computers as cognitive media: examining the potential of computers in education. *Computers in Human Behaviour*. 2000, **16**, 537-552.
- [11] Open Learning Technology Corporation Ltd (OLTC), May 1996, *Learning with Software: Pedagogies and Practice* [Online], Australian Department of Employment, Education Training and Youth Affairs (DEETYA). Available: <http://www.educationau.edu.au/archives/CP/default.htm> [Accessed: November 2001]

- [12] Feldman, D. 2 October 2000, *Technology and Early Literacy: A Recipe for Success* [Online]. Children and Computers website. Available: <http://www.childrenandcomputers.com/> [Accessed: 4 October 2001]
- [13] Furness, T., Winn, W., Yu, R. The Impact of Three Dimensional Immersive Virtual Environments on Modern Pedagogy. *Global Change, VR and Learning Workshops*. Report of workshops held in: Seattle, Washington and at the University of Loughborough, England, May-June 1997. 30 January 1998
- [14] Jabs, C., Savetz, K. (No date), *Computers and Kids: The Best Kind of On-screen Play* [Online] Sesame Workshop, Available: <http://www.sesameworkshop.org/parents/advice/article/0,4125,74280,00.html> [Accessed: 28 September 2001]
- [15] Technology and Young Children website. (No date), *National Association for the Education of Young Children Technology and Young Children Interest Forum* [Online] Available: <http://www.techandyoungchildren.org/> [Accessed: 14 September 2001]
- [16] Schacter, J. Milken Family Foundation, April 1999, *The Impact of Education Technology on Student Achievement: What the Most Current Research Has to Say* [Online], Milken Exchange on Education Technology, Available: <http://www.mff.org/publications/publications.taf?page=161> [Accessed: 4 October 2001]
- [17] Clements, D, Swaminathan, S. Technology and school change: New lamps for old?. *Childhood Education*. 1995, **71**, 275-281
- [18] Isdale, J. September 1998, *What is Virtual Reality?* [Online] Available: <http://www.isdale.com/jerry/VR/WhatIsVR.html> [Accessed: 22 May 2002]
- [19] Coffin, T. 5 January 1999, *CAVERNUS Image Gallery* [Online] Available: <http://archive.ncsa.uiuc.edu/VR/cavernus/GALLERY/hardware.html> [Accessed: 21 May 2002]
- [20] Institute for Applied Knowledge Processing VR-Lab SAVE, (No date), *Hardware used: Desktop VR* [Online]. Available: <http://www.faw.uni-linz.ac.at/save/>. [Accessed: 21 May 2002]
- [21] Fitzmaurice, G., Buxton, B. Interaction in 3D Graphics: Compatibility and Interaction Style in Computer Graphics. *ACM SIGGRAPH Computer Graphics Newsletter*. 1998, 32 (4)
- [22] 5DT Fifth Dimension Technologies Website. (No date) *5DT Products* [Online] Available: <http://www.5dt.com> [Accessed: 5 July 2002]

- [23] Czernuszenko, M., Pape, D., Sandin, D. DeFanti, T., Dawe, G.L., Brown, M.D. The ImmersaDesk and Infinity Wall Projection-Based Virtual Reality Displays. *Computer Graphics*. 1997, **31** (2), 46-49
- [24] Cruz-Neira, C., Sandin, D.J., DeFanti, T.A., Kenyon, R.V., Hart, J.C. The CAVE: Audio Visual Experience Automatic Virtual Environment. *Communications of the ACM*. 1992, **35** (6), 65-72
- [25] Pape, D., Cruz-Neira, C., Czernuszenko, M. 11 May 1997, *CAVE User's Guide* [Online], Electronic Visualization Laboratory, University of Illinois at Chicago, Available: <http://evlweb.eecs.uic.edu/pape/CAVE/prog/CAVEGuide.html> [Accessed: 22 May 2002]
- [26] Youngblut, C. *Educational Uses of Virtual Reality Technology*. IDA Document D-2128, Alexandria, VA: Institute for Defense Analyses, 1998.
- [27] Argus VR International. (No date) *Educational Profiles, Pond-Eco-System simulator* [Online] <http://www.argusvr.com/focus/profiles/pond.htm> [Accessed: 16 July 2002]
- [28] Struzka, P. 3D Editor for Traffic Playground. *CESCG '99*. Proceedings of the 3rd Central European Seminar on Computer Graphics for students. April 26-27, 1999
- [29] Johnson, A., Roussos, M., Leigh, J., Vasilakis, C., Barnes C., Moher, T. The NICE Project: Learning Together in a Virtual World. *VRAIS '98*. Proceedings of 1998 Virtual Reality Annual International Symposium, Atlanta, Georgia, Mar 14-18, 1998, pp.176-183.
- [30] Moher, T., Johnson, A., Cho, Y. First-Person Science Inquiry in Virtual Ambient Environments. *CHI 2001*. Proceedings of CHI 2001, extended abstracts, Seattle, WA., Mar 31 - Apr 5, 2001, pp. 261-262.
- [31] Johnson, A. Moher, T., Leigh, J., Lin, Ya-Ju. QuickWorlds: Teacher driven VR worlds in an Elementary School Curriculum. *SIGGRAPH 2000 Educators Program*, New Orleans, LA, July 23-28, 2000, Conference Abstracts and Applications pp. 60-63.
- [32] Johnson, A., Moher, T., Ohlsson, S., Gillingham, M., The Round Earth Project: Collaborative VR for Conceptual Learning. *IEEE Computer Graphics and Applications*. **19** (6), 1999, 60-69.
- [33] Salzman, M. C., Dede, C., & Loftin, B. ScienceSpace: Virtual realities for learning complex and abstract scientific concepts. *IEEE Virtual Reality Annual International Symposium (VRAIS '96)*, New York: IEEE Press., 1996, pp. 246-253.
- [34] Salzman, M., Dede, C., Loftin, B. Virtual reality's frames of reference: A visualization technique for mastering abstract information spaces. *CHI '99*. Proceedings of ACM SIGCHI Conference on Human Factors in Computing Systems, Pittsburgh, PA, May 15-20, 1999, pp. 489-495.

- [35] Jackson C., Lalioti, V. Virtual cultural identities. *CHI-SA*. Human Computer Interaction in South Africa, in co-operation with ACM SIGCHI, University of Pretoria Conference Centre, Pretoria, South Africa, May 8-10, 2000. [Accessed: 13 June 2001]
- [36] Greef, M., Lalioti, V. Interactive Storytelling with Virtual Identities. *IPT/EGVE 2001*. 5th International Projection Technology Workshop and 7th Eurographics Workshop on Virtual Environments, Stuttgart, Germany, May 16-18, 2001.
- [37] de Bono, E. *Serious Creativity: Using the power of lateral thinking to create new ideas*. Glasgow: Harper Collins Publishers, 1993. p. 137. [Accessed: 13 June 2001]
- [38] Reynolds, C.W. Steering Behaviours For Autonomous Characters. *GDC 1999*. In 1999 Game Developers Conference, San Jose, CA, 1999
- [39] Kfir, R. Virtual Laboratories in Education. *AFRIGRAPH 2001*. Proceedings of the 1st International Conference on Computer Graphics, Virtual Reality and Visualisation in Africa, Camps Bay, Cape Town, South Africa, Nov 5-7, 2001, pp. 27-31
- [40] RTS Game Programming. 1999. *Implementing Rectangular Tiles* [Online]. NAND Industries. Available: <http://www.antimeta.com/projects/rts/tile.html> [Accessed: 13 December 2001]
- [41] Woo, M., Neider, J., Davis, T., Shreiner, D. *OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 1.2*. 3rd ed. Massachusetts: Addison Wesley, 1999, p. 15.
- [42] Segal, M., Akeley, K. 15 July 1997. *The Design of the OpenGL Graphics Interface* [Online]. Silicon Graphics Computer Systems. Available: http://www.opengl.org/developers/documentation/white_papers/opengl/index.html [Accessed: 10 May 2002]
- [43] Kilgard, J. 13 November 1996, *The OpenGL Utility Toolkit (GLUT) Programming Interface* [Online]. Silicon Graphics, Inc. Available: <http://www.xmission.com/%7Enate/glut.html> [Accessed: 10 May 2002]
- [44] Linux Games. 8 March 2000. *Introduction to OpenAL: Linux Enters the World of 3D Audio* [Online]. Available: http://www.linuxgames.com/articles/openal_intro/ [Accessed: 10 May 2002]
- [45] Loki Entertainment Software. (No date). *About OpenAL* [Online]. Available: <http://www.openal.org/about/> [Accessed: 10 May 2002]
- [46] Nielsen, J. *IBM User Interface Architecture*. Second Edition. International Business Machines Corporation, 2001.
- [47] IBM User Centered Design Home Page. (No date). *User-Centered Design* [Online]. International Business Machines Corporation. Available: http://www-3.ibm.com/ibm/easy/eou_ext.nsf/Publish/570 [Accessed: 13 June 2001]

- [48] IBM Design Concepts Home Page. (No date) *Design Concepts* [Online]. International Business Machines Corporation. Available: http://www-3.ibm.com/ibm/easy/eou_ext.nsf/Publish/567 [Accessed: 13 June 2001]
- [49] Magnee, J., Kramer, J. *Concurrency: State Models and Java Programs*. Wiley, 1999
- [50] Gamma, E., Helm, R., Johnson, R., Vlissides, J. *Design Patterns: Elements of Reusable Object-Oriented Software*. Addison Wesley, 1994
- [51] Wildlife Conservation in Africa. *Elephant Conservation and Management* [Online]. International Foundation for the Conservation of Wildlife. Available: <http://www.wildlife-conservation.org/elephconserv.html> [Accessed: 26 September 2002]
- [52] Canton, J. *Technofutures: How leading-edge technology will transform business in the 21st century*. Carlsbud: Hay House, Inc., 1999, p. 153.