

CID-213

Gustav Taxén and Ambjörn Naeve. A system for exploring open issues in VR-based education. *Computers & Graphics*, No. 26, 2002, 593-598.

"Virtual reality has been shown to be an effective way of teaching difficult concepts to learners. However, a number of important questions related to learning, immersion, collaboration and realism remain to be answered before truly efficient virtual learning environments can be designed. We present CyberMath, an extendable avatar-based shared virtual environment for teaching and exploration of non-trivial mathematics that allows further study of these issues."