

Virtual Learning Worlds for German Vocational Training

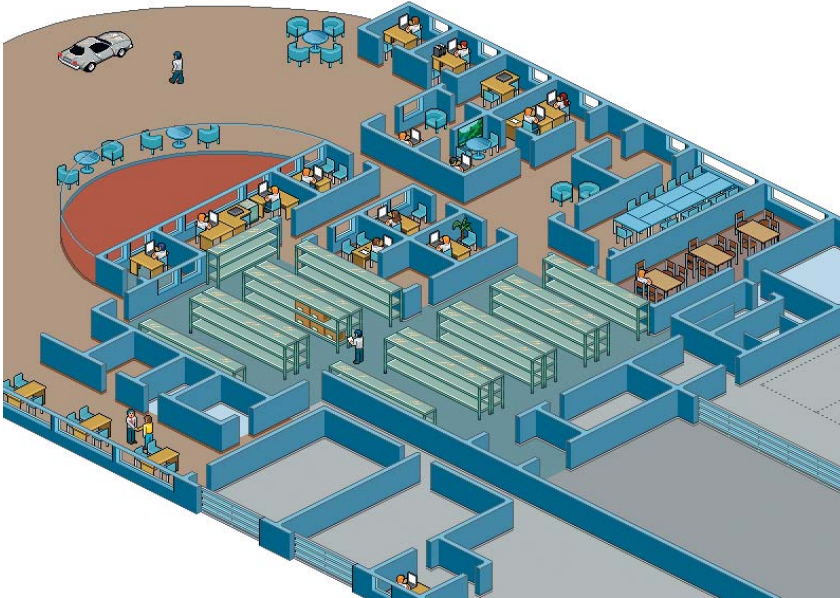


Figure 1: The »Virtual Car Dealer« as a 3D world

The »Virtual Car Dealer« is a project within the field of E-Learning which focuses on the completion of vocational training in vocational schools and companies. A virtual learning world is populated by avatars as virtual representations of the learners. The 3D world is appealing to learners and may result in higher motivation.

The »Virtual Car Dealer« project is a joint project of the Fraunhofer IGD Darmstadt, Germany; IG-Metall (one of the unions in Germany) in Frankfurt, Germany; and the Zentralverband des Deutschen Kraftfahrzeuggewerbes (Central Alliance of the German Car Dealer Industry – ZDK) in Bonn, Germany. The project was presented to the public for the first time at the International Automobilausstellung (IAA) 2003 in Frankfurt, Germany.

The Fraunhofer IGD Darmstadt is responsible for the technical and textual design of the project. This task is carried out by the department for E-Learning & Knowledge Management. The ZDK and IG-Metall act as cooperation partners for the distribution and establishment of the project in companies and vocational schools. The operations are being funded by the German Federal Department of Education over a three-year period. The first prototype of the system is expected in the first half of 2005. The first version and additional information will be available at <http://www.vah-projekt.org>.

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