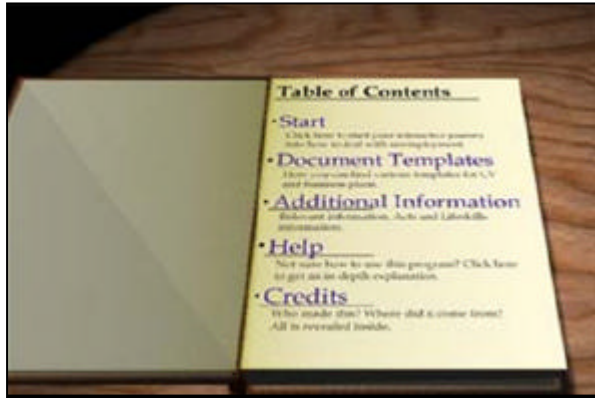


the Naledi3d Factory Interactive training for employment (2004)

Purpose: Many young people (especially in previously disadvantaged communities) have difficulties in finding out how to find a job and build a career. Fear, wariness and mistrust are other factors that can limit their understanding of employment issues. This system addresses these needs in a new way, using virtual reality. It gives the youth a background on starting a career and also highlights differences between formal employment and setting up a business.



Partners:
UNESCO & Alexsan
Kopano Community
Centre

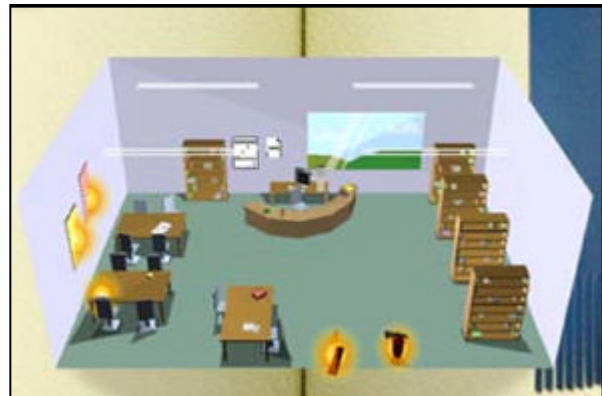


In a Nutshell:

VR simulations and other multimedia content is used to highlight typical issues that the youth experience when leaving school and help them think about their future. It provides a guideline and foundation on which to get started on a career and find to additional information when required.

A familiar 3D environment to help the youth of Alexandra to understand employment – how to find it and how to keep it...

As the twins move to different places in the 3D world (their home, the local community centre, Keamogetswe's office and Keabetswe's new factory), the system makes use of dialogue, reinforced through text to convey key points in a way that results in a rich and rewarding learning experience.



Moving around and finding information:

The user interacts with the learning content through a table of contents. As they work through the material, they travel by taxi to and from various locations where they can listen to, or read about, relevant information. Additional information, which include document templates for documents such as CV's, business plans, South African regulations etc. are also available.

