

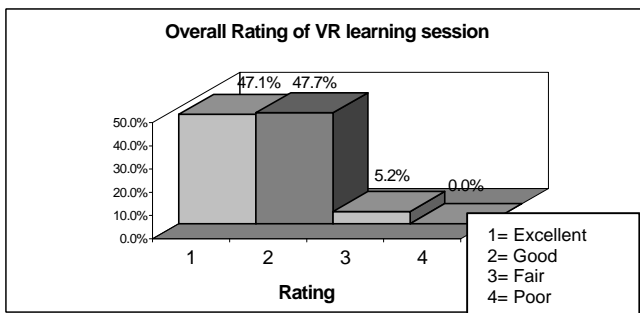
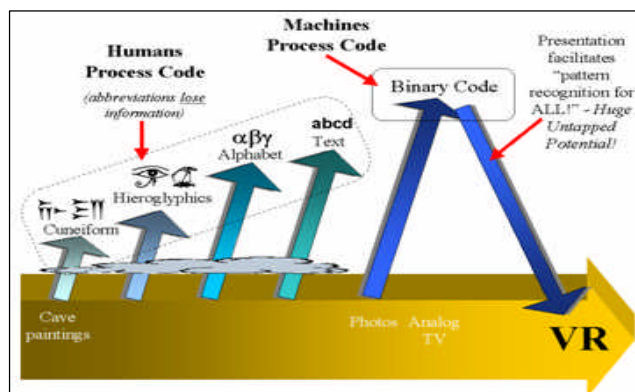
Naledi 3D completes groundbreaking study for UNESCO into 3D Interactive Visual Simulation as an aid to learning in Africa



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UNESCO commissioned the Naledi3d Factory to evaluate the comparative advantages of applying multimedia and interactive 3D tools to the learning environment. The project consisted of three phases, firstly, an in-depth look at modern research into how the human brain learns; secondly, an appraisal of the practices and approaches to the use of multimedia and interactive 3D tools as learning aids; and finally, an on-site evaluation programme in both South Africa and Uganda, covering a number of schools and community tele-centres.

The in-depth study into how the brain learns shows unequivocally that the brain is a visual organ, and does not handle text efficiently. The study concludes that "...there is only one ICT application that is able to create environments combining all required aspects of learning and that application is a fully interactive, simulated, virtual 3D environment, i.e. **Virtual Reality**".



The on-site evaluation of eight VR models by teachers and learners in both Uganda and South Africa confirmed the findings of specialist researchers. All teachers believed that VR was a good teaching medium and most of the students benefited from the visual and interactive power of the technology, leaving them more confident in respect of the subjects concerned.

However, there are challenges in implementing this technology in Africa, especially a shortage of computer equipment in many schools. This needs to be addressed to roll out VR to educational institutions. Finally, the importance of having African VR learning material in local African languages cannot be over emphasised. To unlock the full potential of VR in African education requires locally developed content addressing local needs and culture.

Says Dave Lockwood, CEO of Naledi 3D Factory: "I'm very excited about these findings. This study shows beyond a doubt how real-time simulation stimulates the brain and how VR can be used in the learning process. The findings clearly show that VR is the ideal new learning tool! The kids and teachers that we interviewed and showed the simulations to are hungry for a chance to use this technology to enhance their learning experience. The time is right for Africa to embrace VR and leapfrog ahead in education!"

Viva VR

Contact. Dave Lockwood (082 894 3178 ~ dlockwood@naledi3d.com ~ www.naledi3d.com

"VR in Africa for Africa by Africa"