the Naledi3d Factory
PC Literacy - Interactive-3d Learning Objects (2005)

Purpose: The learning content developed in this project takes key elements of Module 1 (Basic Concepts) of the "International Computer Driver's Licence" (ICDL) and reproduces them in an interactive 3D environment. This realistic and exciting content is aimed at helping learners to better understand the basics of personal computers: how they work; the main components; assembly; the functionality of a range of peripherals; as well as a look at several aspects of data communications.

Partner:
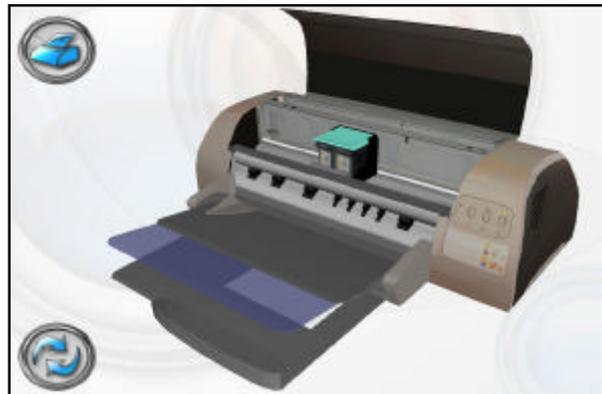**Open Society Initiative for Southern Africa**

In a Nutshell:
A range of realistic, interactive VR models, embedded in an HTML interface allow for the exploration of the inner functionality of a typical modern PC and its peripherals. The content is aimed at both the youth and adults who wish to learn more about PC's. The models are based on the concept of *"Interactive-3d Learning Objects"* that can also be easily adapted or translated to suit local needs.

Background:
Many of us take PC's for granted and seldom spare a thought for disadvantaged communities who have never seen a PC, let alone looked inside one. Few people get to look inside these machines. We've changed that with a range *Interactive-3d Learning Objects* that explain the basic functionality of various PC components; devices such as keyboards and printers; and elements of data communication. These objects are designed for trainers to incorporate into their own training material to help visually explain concepts related to information and communication technologies.

Interactive-3d Learning Objects:
As interactive 3D representations of real life objects; they can be rotated, taken apart, re-assembled and inspected in a way that provides a rich and rewarding learning experience. Interactive-3d Learning Objects are also built so that the language elements can be easily translated and localised to suit local needs. After completion, these PC Literacy objects have also been passed onto groups in Zimbabwe, Mozambique, Senegal, Sudan, Ethiopia and Uganda for translation into local languages and distribution to ICDL trainers the respective local communities.

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EON Reality, Inc.