

ALIVE: Advanced Learning and Immersive Virtual Environments

One of the biggest challenges facing educators today is the integration of rich and immersive *Serious Games* and *3D Environments* with existing teaching and learning materials. To empower educators with the ability to embrace emerging Web3D technologies, the ALIVE research and development laboratory is developing easy-to-use drag and drop e-Learning tools built upon game engine technology. The goal of ALIVE is to reduce the need for technological experts in the creation of online immersive multi-student e-Learning environments and provide simple tools which allow educators to teach in prefabricated or customised embedded games and 3D applications.



ALIVE Classmate



ALIVE DXEditor