

X3D e-Learning Working Group Charter

1. Vision

- Make it easier to create and use 3D e-Learning content.

2. Mission

The purpose of the e-Learning WG Chapter is to promote its goals and technologies in the area of e-learning applications utilizing X3D. This is done by assisting with WG outreach efforts and by helping WGs for X3D specifications to define and use 3D graphics within e-Learning content as part of the e-Learning open architecture. These activities are intended to help as many members as possible effectively participate in the Web3D Consortium Working Groups.

3. Motivation

The extensible 3D (X3D) e-Learning project will create standards-based 3D content within e-Learning content. It will create a standards-based 3D infrastructure for visualizing or accessing all manner of 3D content and information constructs in an e-Learning context. Archivability of models using stable commercial tools and noncommercial international standards will ensure that 3D work remains accessible and reproducible for many years to come. The working group conducts itself with the following goals in mind:

- To generate ideas for all possible alternatives for X3D in e-Learning content via brainstorming.
- To discuss the main issues in the practical studies performed previously.
- To select several realizable alternatives based on the formulated possible alternatives.
- To select one alternative approach that is appropriate both technically and practically.
- To review and provide feedback on the development plan for this approach.

4. Goals

The working areas of the e-Learning WG cover all active areas of e-Learning applications of X3D in the Web3D Consortium as well as mobile e-Learning applications. The work will use the Web architecture, XML languages, and e-Learning open architecture to build a standards-based X3D e-Learning specification usable by governments, industry, scientists, academia, and the general public. Specific technical objectives include:

- X3D e-Book Framework
 - design of an X3D e-Book framework

- XML and X3D based e-Book
- X3D e-Book Accessibility
- X3D e-Book UI
 - development of an X3D e-Book UI
 - design of UI components
- Mobile X3D e-Book
 - expand the function of the X3D Interactive Profile

5. Results

- Results will be written and will produce formal specifications for Consortium and partner-organization review, followed by formal ISO standardization.

6. Participation

Primary X3D e-Learning efforts are coordinated and performed within the "safe haven" of a Web3D Consortium working group. This is the follow-on effort to the Web3D e-Learning Working Group.

Working Group Cochairs

- Don Brutzman, (Naval Postgraduate School MOVES Institute, USA)
- Kwan-Hee Yoo(Chungbuk National University, Korea)

Working Group Members

- Yong-Sang Cho (KERIS, Korea)
- Myeong-Won Lee (Suwon University, Korea)

Web3D Consortium members include commercial companies, nonprofit organizations, government agencies, academic institutions, and individual professionals.

7. Liaisons

Liaison efforts are vital in ensuring successful results are interoperable with existing and future infrastructures for the Web and related international communities.

- [World Wide Web Consortium \(W3C\)](#)
- [International Standards Organization \(ISO\) JTC1/SC34](#)
- [International Standards Organization \(ISO\) JTC1/SC36](#)
- [International Standards Organization \(ISO\) JTC1/SC24](#)
- IMS Global Learning Consortium

How to join the X3D e-Learning Working Group

Any [Web3D Consortium Member](#) can join the X3D e-Learning Working Group. We offer student, professional, academic and company level memberships.

Consortium members can go to the [Consortium Member Login](#) area of the Web site to sign-up to join this working group.