**Objective:**

To develop a structured design methodology for the production of interactive multimedia teaching systems, and to apply this approach through the implementation of a Computer-aided Teaching System.

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2. Virtual Reality of Bone Structures

The production of QTVR involves a three stage process from the capturing of images, special ordering, to the final generation of QT object Movie.

The end result allows students to partially simulate medical specimens in a laboratory environment from within their computer screen.

The Apple QuickTime VR site has the latest developments in the field of its virtual reality software.

http://www.apple.com/quicktime/qtvr

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1. Navigation Structure

The navigation structure of this system (shown below) has been carefully planned to keep consistent with our primary goal: Allowing the student to learn at their own pace. The main topic menus are accessible from anywhere within the program. A help section and learning guide is provided to allow first-time users make immediate use of the system.

The level of interaction (user involvement) and navigation (user control) are two key factors fundamental to the success of any computer-aided Teaching System. The multimedia language Authorware was chosen for our implementation because it provides powerful features to achieve both of these purposes.

The Task Decomposition diagram below shows the various processes involved in the production of the Teaching System for Anatomy.

3. Quiz Features

Providing effective feedback to students requires that some form of assessment be carried out. A set number of questions (in random order) are available in each of the topics.