Abstract

This paper describes the software architecture that has been designed as a model for the application of Intelligent Virtual Environments to training activities. CORBA has been used as the middleware to integrate a graphical and interactive environment developed in OpenGL and Visual C++, with a cooperative multi-agent system developed on top of the JADE platform.

Keywords

Virtual Environments, Intelligent Tutoring Systems, Intelligent Virtual Training Environments, Agent Based Systems, Intelligent Virtual Agents.