Table of Contents

Abstract v

Acknowledgments vi

Table of Contents vii

List of Figures xi

List of Tables xiii

Chapter 1 Introduction 1

1.1 Motivation 1
1.2 Requirements 3
1.3 Research Approach 4
1.4 Contributions 5
1.5 Outline 6

Chapter 2 Visualization and Animation in Education 7

2.1 Computer-based Visualization: Definitions and Goals 7
2.2 Instructional Use of Visualizations 9
2.2.1 Scientific and Engineering Visualization 9
2.2.2 Mathematical Visualization 10
2.2.3 Information Visualization 10
2.2.4 Computation Visualization 10
2.3 Spectrum of Instructional Visualization Systems 12
2.3.1 Degree of Abstraction 13
2.3.2 Degree of Interactivity 14
2.4 Case Studies 17
2.4.1 Sorting Out Sorting 17
2.4.2 BALSA 18
2.4.3 Zeus 18
2.4.4 TANGO 19
2.4.5 Movie and Stills 21
2.4.6 The Exploratory Project 21
2.4.7 HalVis 21
2.4.8 Other Visualization Systems 23
2.4.9 Lessons Learned 23
2.5 Summary 25

Chapter 3 Reusable Instructional Visualization Modules 27

3.1 Software Reuse in Learning Systems 28
3.1.1 Object-Oriented Programming 29
3.1.2 Ad-hoc or Non-Systematic Reuse 31
3.1.3 Design Patterns 31
3.1.4 Software Architectures 32
3.1.5 Object Oriented Frameworks 34
3.1.6 Component Software 37
3.2 Component-Based Development Methodology 39
3.2.1 Granularity of Instructional Visualization 40
3.2.2 Component Characteristics 43
3.2.3 Component Assembly 45
3.2.4 Components for Instructional Visualizations 46
3.2.5 Component Repositories 47
3.3 Metadata in Learning Systems 48
3.3.1 Definition and Goals 48
3.3.2 Application of Metadata 49
3.3.3 Metadata Standard 50
3.3.4 Lessons Learned 54
3.4 Metadata and Interactive Visualizations 54
3.4.1 Metadata Classification 55
3.4.2 Meta-metadata 56
3.4.3 Metadata Specification for Interactive Learning Objects 56
3.4.4 Extension of IEEE's LOM 58
3.4.5 Flexible Visualization 58
3.5 Summary 59

Chapter 4 Multibook: The Personal Multimedia Book 61

4.1 The Multibook System 61
4.1.1 Overview 62
4.1.2 ConceptSpace 64
4.1.3 MediaBrickSpace 66
4.1.4 Metadata 66
4.2 Dynamic Metadata 67
4.2.1 Adaptation of Visualization to User Preferences 69
4.2.2 Enhanced Tagging Engine 73
4.2.3 Enhanced Customizing Engine 76
4.3 ITBeanKit: Interactive Teaching Bean Kit 78
4.3.1 Design Issues 79
4.3.2 General-Purpose Classes 80
4.3.3 Graphical User Interface 81
4.3.4 User Interaction 83
4.3.5 Internationalization Support 84
4.3.6 Construction Kit 85
4.4 Putting it All Together: Visualization of Ethernet 87
4.4.1 Decomposition 87

4.4.2 Reusability Measurement 90
4.4.3 Parade Lesson 92
4.4.4 User Evaluation 94
4.5 Summary 99

Chapter 5 Collaborative Use of Instructional Visualizations 101

5.1 Web-based Learning 101
5.1.1 Fundamentals of Real-Time Sharing 102
5.1.2 Synchronous Collaboration Approaches 103
5.1.3 Distributed System Architectures 104
5.2 Related Work 106
5.2.1 SharedX 106
5.2.2 JVTOS 107
5.2.3 NetMeeting 107
5.2.4 JCE 108
5.2.5 Habanero 108
5.2.6 JAMM 108
5.2.7 JETS 109
5.2.8 DyCE 109
5.2.9 Java Remote Control Tool 109
5.2.10 Lessons Learned 110
5.3 JASMINE's System Architecture 110
5.3.1 Aims and Features 111
5.3.2 Main Idea 111
5.3.3 Server Architecture 112
5.3.4 Client Architecture 114
5.3.5 Data Flow 117
5.4 JASMINE's Features 118
5.4.1 Configuration File 119
5.4.2 Floor Control 119
5.4.3 Moderation 120
5.5 Sharing Different Views of the Same Visualization 121
5.5.1 Shared Browsing 123
5.6 Performance Evaluation 124
5.6.1 Parameters of Interest 124
5.6.2 Testing and Results 126
5.6.3 Subjective evaluation 128
5.6.4 Analysis 129
5.7 Summary 131

Chapter 6 Conclusions and Outlook 133

Abbreviations 135

References 139

Author's Publications 155

Appendix A. Case Study: Visualization of JPEG 159

A.1 Fundamentals 159
A.2 Implementation.....161

Appendix B. LOM.....166

B.1 Basic Structure.....166
B.2 LOM Categories 169

Appendix C. On-line-Questionnaire 175

C.1 Questions 175

Appendix D. List of Developed Visualizations 178

D.1 Complete Lessons 178
D.2 Stand-alone Applets 178

Index.....181