

# USER INTERFACE CONSIDERATIONS FOR A VIRTUAL UNIVERSITY

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Modelling 3D Virtual Reality Universities as analogies to traditional universities has become a convenient way to allow spatially separated students entering the area of academical distance education. They enter the 3D VRU with embodiment as avatars.

According to metaphorical interface design mismatches or imperfect mappings of source and target domain in metaphorical comparison provide users with additional interaction complexity. 3D VRU exhibit irrelevant, confusing details dangerous to cause serious interaction problems instead of having relevant interactivity. Within the virtual world there is hardly a bridge to content and repositories of knowledge, e.g. users access learning material by clicking on pictures. Navigational route and overview knowledge or conversational schemes are exploited from prior knowledge.

Facing these problems inherent with metaphorical interface design, a VRU really is an anachronism. Instead, we claim to reconsider design with priority on knowledge management, tasks and user needs.