

ANKA Yazılım
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WEEKLY REPORT

This week we tried to decide the requirements of our project. For this purpose, we made several meetings with education professionals, read some papers and made research about technical needs.

We made a second meeting *Dr. Fatoş Akinoğlu*. Most of our project specifications were shaped after this meeting. She also told us about an international congress about traffic in May 2006. She advised us to try to prepare a paper for this congress.

Also we took another meeting with *Veysi İşler* about the technical requirements of our project. We talked about graphic engines. Also he advised us to make that software be used by many users at the same time over internet. We talked about that among ourselves and decided on making it at least usable over a network.

We also had a meeting with *Kürşat Çağıltay*. We told him about our decisions. We could not have talked with a teacher in ODTU College because we have learned that we need a permission to get in the school. Kürşat Çağıltay will ask that permission for us so that we can also talk with an educator who will use our product. Also he advised as Unreal for graphics adding that his students are working on a project using this.

We gathered several documents from Internet about traffic education. Most of these documents are articles which are published in traffic conventions in recent years in Turkey. They have examined the traffic education and its lacks in Turkey. Unfortunately, they have not proposed many solutions to this education problem.

We bought *Kids Plus*, a PC game for traffic education. But later we learned that it is bad software, both in the means of subject and capabilities. It is focused on primary school curriculum. But curriculum is inadequate and memorization oriented, so the software is, too. Fatoş Akinoğlu knows this software and she also told us the lacks of it.

We installed Renderware library at our computers. But we are not sure about using it. So we made a search for Renderware alternatives. Software we found during this search are: *Coin3D*, *Blender3D*, and especially *Ogre3D*. All of these libraries are open source and community supported, but lower than Renderware in the means of capabilities. Veysi İşler strongly recommended using Blender3D because of its wide usage especially.