

## **SOME POTENTIAL SOFTWARE TOOLS**

William Bricken

February 1993

### **ENGINES**

Veos  
Lsystems Fractal Modeler  
Generalized Sweep  
Texture Mapper  
Dynamics Package  
Hierarchical Composition  
Constraint Manager  
Inference Engine  
Knowledge Acquisition Modeler  
2D Flats Modeler and Mapper  
Function and Behavior Editor  
Contradiction Management  
Time-tagging Model  
Simulation Weaving  
Priority Mechanism  
Pattern-matcher  
Belief Calculus/Inexact Reasoning  
Model/metamodel controller  
Media Acquisition

### **GENERAL**

Navigation Wand  
Jacks and Skitters  
Virtual Body  
Inhabitation Mapper  
Physiological Model  
Projection  
Collision Detection  
Cause/effect Mapper  
Initialization Package  
Adaptive Refinement Model  
Clock Controller  
History and Recording Mechanism  
Camera

## **PEDAGOGICAL**

Negotiable Space (endo, meso, ecto)  
Training Styles  
Scripting Language  
Dynamic Scripting/Instructor Intervention  
Incremental Planner  
Expert Module  
Student Modeler  
Model Based Reasoning  
Coach/Tutor  
Embedded Narrative  
Error Analysis/Diagnostic Strategy  
Case Generator  
Discourse Management  
Teleological/causal/functional/structural/semantic Differentiator  
Performance Evaluation