INTERACTIVE VIRTUAL 3D REALITY AND ARGUMENTS IN THE BENEFIT OF ITS APPLICATION IN EDUCATION

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ABSTRACT

The article gives a brief description of the history of the formation of interactive 3D virtual reality systems and their diverse use abroad both in various business companies and in educational institutions. A statistical analysis of the target audience. A description of the features of such systems is given.

Keywords: 3D virtual reality systems, electronic learning tools, multimedia technologies, interactive electronic learning tools.