

# Scenario-based Learning Comparison Table

Strategy	Design/Development Resources	Maintenance	Financial Investment	Connection to Actual Experience
Asynchronous Discussion	Low-Medium	Low	Low	Low
Collaborative Data Gaming Systems	Low-Medium	High	Medium	Medium
Desktop 3D Virtual Environments (Second Life)	Medium-High	High	High	Medium-High
Desktop Virtual Reality (Photography-based)	Medium-High	Low-Medium	Medium	Medium-High
Immersive Virtual Reality (Cave Environments)	High	High	High	High
Mobile Simulation Systems (Geo-locating Systems)	Medium-High	Medium	High	High
Paper-based Scenarios	Low-Medium	Low	Low	Low
Real-Time Text Chat	Low-Medium	Low	Low	Low
Real-Time Virtual Classroom Simulation	Low-Medium	Medium	Low	Low-Medium
Self-paced eLearning Simulations (Text, images, audio, video, etc.)	Medium-High	Medium	Medium-High	Medium
Simulated Reality	High	High	High	High

# Scenario-based Learning Comparison Figure

