ABSTRACT

With growing popularity and fast development of handheld devices such as PDAs and cellular phones, multimedia presentation on PDA is becoming a new trend in designing interactive PDA applications. However, previous PDA applications are often lacking standard presentation of information. Therefore, they have great difficult to integrate information from different system and they also lack flexibility in presenting multimedia information on different devices. In addition, most PDA systems can not be used as a collaborative environment for users to exchange information and complete their work collaboratively. SVG is a new and open 2D graphics standard. It has all the advantages of XML. In addition, its graphics can be scaled to different size of screen without loss image quality. Currently, the research of SVG on PDA is still in the early stage. Therefore, it is a worthy area to study how to develop an interactive SVG environment for users to learn collaboratively or exchange information. In this paper, we develop an interactive environment that is based on XML open standard and platform-independent language. Our SVG interactive environment will let people use different SVG tools to collaborate their work by using PDA. Our research shows that our approach building for a SVG multi-user interactive environment. In the future, our system will be able to provide a more flexible mobile computing environment for users to learn and interact each other on PDA systems.

Keywords : PDA ; SVG ; XML