



Immersive introduce 'MissionMaker' at SETT

On stand C43 at SETT 2006, Immersive Education will be showing '*MissionMaker*', the soon to be launched game authoring tool for creative learning.

In line with the government's current thinking about the role of computer games in supporting children's learning inside and out of school, *MissionMaker* is currently delivering a new, exciting and fast developing medium for education with huge opportunities for teachers and pupils alike, in 50 pilot schools.

MissionMaker allows pupils and teachers to quickly and easily design a game, or Mission, thereby developing higher order thinking skills, and rehearsing good models for the design process. Missions can then be played thus engaging learners in, amongst other skills, problem-solving, decision making and strategic thinking.

MissionMaker has been created as part of a three year research and development project with the Institute of Education's Knowledge Lab. "*MissionMaker* has exceeded our expectations! It enables children to create extensive game worlds," says Professor David Buckingham, London Knowledge Lab.

Colin Hay, CEO, Immersive Education comments; "We believe there are real learning benefits to be gained from creating and playing computer games. Our pre-launch trials of *MissionMaker* in schools have created a real "buzz" in the classroom. Children are engrossed in the learning activities delivered through a gaming format."

Schools wanting to sign up as a pilot site will receive full training. Please visit the Immersive stand at BETT or telephone Rebecca Burton on 01865 811099 Email sales@imed.co.uk