



THE STREET

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Our new generation of Interactive Learning creates a **virtual environment** through which to deliver **training material** with a **quality and relevance** previously only possible through **one-on-one teaching**. By leveraging the engaging and personalized experiences provided by game technology, we are able to deliver more relevant content, within the context of a real world simulation, and the potential to be driven and expanded by a community of connected trainees.

Context

Facts and theories will be presented within the real world training simulation, using a spatial, game style environment in which to visualize a course's content and establish communities of online personalities.

As trainees interact and apply their knowledge to the environment, they will see how the virtual world responds to their input, providing a perpetual feedback simulation through which trainees can immediately experience the effect and application of their new found knowledge.

Implementation

The implementation is based on a proven engine which can deliver the virtual world and interactive experience.

The only requirement is to create the specific environment required for the learning experience.

The content and visual experience is created specifically to meet individual needs hence details must be agreed with training partners.

Unique Benefits

- Improved **transference of knowledge** and skill sets through **real world** style interaction, resulting in a more applicable and relevant experience for the trainee which can be directly applied to their job.
- **Content delivered** to each student on a **personal basis**, taking into account their interests, learning styles, and preferences
 - Delivery of material at trainee's own pace
 - Immersion through personalized space
- **Experimental Environment** encourages **risk taking**, giving trainees more flexibility to **explore and discover** their skills and knowledge
- The **excitement value** of this teaching method is unparalleled, immediately engaging the trainees and keeping them interested in the experience
- **Centralized progress reporting**, allowing trainers and employers to see the state of their trainee's learning at a glance
- **Positive reinforcement** through real-time feedback

Opportunities

Training programmes are currently being developed for industry partners in conjunction with the individual companies and Polytechnics.

The first programme, to train Food Hygiene, is to be launched in May 2007.

The opportunity exists to develop a training programme in any industry sector and compliance training is seen as a significant opportunity for this platform.

Contact

For more information on this product, please contact:

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