THINKlab
INTERACTIVE LEARNING & TRAINING ENVIRONMENTS
ENHANCING LEARNING THROUGH PLAY

www.salford.ac.uk/thinklab
The new digital age is reshaping the way learners are interacting with subject matter. Gaming technology, integrated with novel interactive devices and mobile technology, is offering educators a new way of engaging with their audiences at all ages. Through play one can learn new scientific concepts, develop various skills (e.g. social, cognitive) and gain the self-confidence to engage in new experiences and environments.

THINKlab has a team of interactive game developers who have a track record in delivering interactive learning and training systems for a range of organisations including BBC, Psappha, GM Fire & Rescue Service.

**We are specialised in the following areas:**

- Motivational gaming environments that are based on Unity and Kinect interfaces.
- Augmented reality environments that can combine real and virtual objects.
- Multi-sensory environments that combine 3D acoustics, visualisation and haptic technology.
- Interactive training systems customised for training employees in specific work related tasks.