



University of
Salford
MANCHESTER

THINKlab

INTERACTIVE LEARNING & TRAINING ENVIRONMENTS

ENHANCING LEARNING THROUGH PLAY

www.salford.ac.uk/thinklab



SCHOOL OF
**BUILT
ENVIRONMENT**

INTERACTIVE LEARNING & TRAINING ENVIRONMENTS

Enhancing learning through play

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.



