

connectED™
Fluent in multimedia learning

PlayStation in Education

Game Based Learning
Teacher Training and Consultancy



Technology, Training
& Vision for Education

www.connectededucation.com

SONY
virtuoso™
Next Generation Language Lab



 PlayStation®

About PlayStation in Education

We distribute SONY PlayStation hardware, curriculum focused games, augmented reality programme Second Sight and peripherals into education and corporate training.

We provide advice on how to successfully use game and interactive web 2.0 based media and immersive teacher training programmes around the use, practice, pedagogy and adoption of game based interactive media in education.

How does PlayStation in Education work?

PlayStation works as a multimedia player for the classroom providing a fun, engaging and interactive way to interrogate curriculum content and training materials.

Students can use media from flash and video to audio and internet files. Games like LittleBigPlanet and augmented reality software Second Sight allows teachers and students to create and share their own curriculum focused content.

Our Game Based Learning Teacher Training & Consultancy

We deliver a strategic and practical train the trainer / teacher training programme on the use, practice and pedagogy of multimedia technologies. Programmes are delivered across education and corporate training working with NEET young people, the military, social services and overseas.

Training programmes include selecting a vanguard group of teachers / practitioners to transfer and embed new skills across the institution.

We maximise the use of your existing technology and resources and blend the delivery of new technologies around existing curriculum based content.

What are the benefits?

Our teacher training programmes help bridge the digital divide between teachers and students, giving practitioners confidence in using 21st Century technology in the classroom.

ConnectED's team of project managers and qualified teacher trainers will focus on staff CPD programmes around engaging the disengaged, improving attainment, addressing the STEM agenda as well as helping teachers to provide appropriate student skills for 21st Century employability.

PlayStation in Education and game based learning are being used to successfully develop 'mission' and 'quest based learning', setting tasks, asking questions, assessing data and finding solutions.

Practitioners from all sectors in education and training are using game based learning to engage with students by using timely and relevant educational content to achieve real learning outcomes.

“It was fantastic to watch the students, some of who have struggled with learning in the past, talk articulately and with passion about how they use game based learning in their lessons. It was clear that adopting game based learning techniques and effectively using multimedia technologies has helped to ensure students are engaged with their lessons and able to learn at a pace that is right for them. The students really welcomed the delegates to their lessons and confidently demonstrated their learning.”

Ali Taylor, Assistant Head, Richard Rose Morton Academy

“It is both beneficial and exciting for Games Development students to be working with current generation consoles and developing objects and elements that they can see working on equipment they have and are familiar with.”

Andrew Forvague, Senior Course Leader for Games development, Huntingdonshire Regional College

“The project has made a marked contribution to the improved attainment of those pupils who took part. Science, Spanish and English teachers were very clear about improvements in the standard of work which could be ascribed to the ILT project.”

Sheffield North City Learning Centre Report 2010, Yewlands Community College, Sheffield

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Further information including comprehensive case studies, testimonials and video tutorials are available on our website.

ConnectED Services Ltd
Exclusive UK Distributors in education & training for SONY PlayStation and SONY Virtuoso and ConnectED TV. Consultancy & Training on Game Based Learning
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