

missionmaker™

3D game authoring software for creative learning.



What is missionmaker?

3D computer games provide a hugely immersive and intellectually stimulating way to encourage students to learn. Based on a three year research and development collaboration with The Institute of Education, University of London and Immersive Education, missionmaker software is a revolutionary new 3D games authoring platform which allows students to create, play and share their own games without the need for specialist programming skills.

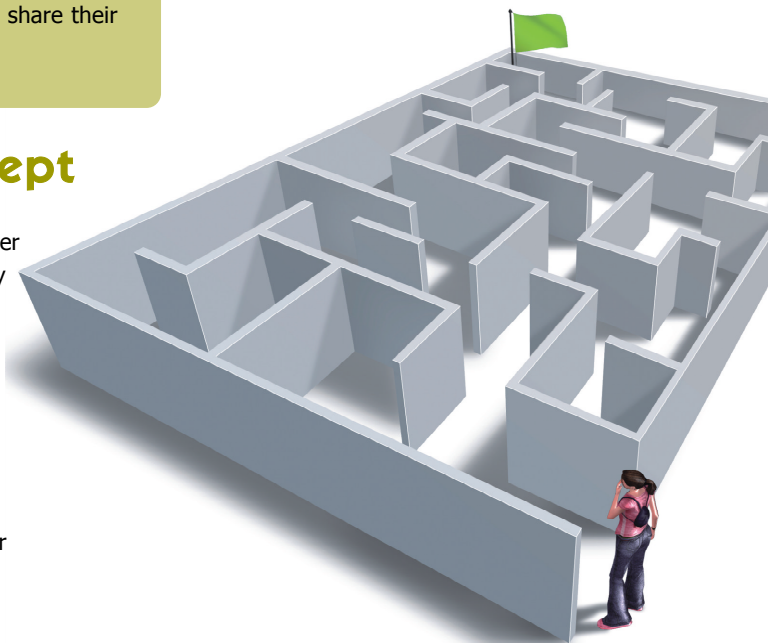
The missionmaker learning concept

If there's one way to get a student's attention, it's to mention computer gaming. missionmaker is the first educational software tool specifically designed to let students design game strategy, create and share their own games - or 'Missions' - without programming skills.

missionmaker's ease-of-use enables students to become active producers of game narratives as opposed to passive recipients. The result is a unique world of game creation for both educationalists and students. Students – particularly disaffected ones – quickly become totally engaged. For teachers this motivation provides a route to wider learning.

"missionmaker has exceeded our expectations. It enables children to create extensive game worlds."

Professor David Buckingham, London Knowledge Lab



www.idoodlesoftware.com

Just some of the product awards:





The World of missionmaker

As with all our software, missionmaker is fundamentally a creative tool. It enables both students and teachers to plan, build and play a range of games before evaluating and revising them according to end-user need. Its open-ended approach means that it can be used to support a range of curriculum areas as well as cross-curricular projects.

missionmaker allows users to start with a relatively blank canvas and provides a number of choices enabling game-makers to select their own game-playing genre based mainly around the chosen locations and the consequent narratives they suggest. The choices range from baronial courts, through modern streets to science fiction space stations. All can be customised by the addition of locally produced visual and audio media.

Compared to other tools available, missionmaker provides users with a set of building blocks from which to build their chosen game so is more open-ended and intuitive to use. Involving children in planning, researching, prototyping, analysing, refining and reviewing, the tool can be used to develop the higher order thinking skills required for life and work in the 21st century.

missionmaker is a game authoring tool that enables users to become critical producers of games as opposed to mere consumers.

“I love playing computer games but missionmaker has made me understand more about how they are put together.”

Zoe, aged 11



Using missionmaker

missionmaker lets students rapidly create visually rich worlds for their first-person adventure 'Missions' - complete with sets, animated characters, simple dialogue and music. Students can:

- create and animate 3D characters with superior rendering, movement and spoken dialogue
- select elements from an extensive object library to create stunning personalised environments for players to explore
- import their own music, graphics and videos - simple yet powerful tools make student personalisation easy
- set rules for the game play - award points, scores and multimedia rewards to engage players.

Outcomes and benefits...

Instantly appealing learning medium

Attracts all ages and abilities.

Encourages strategic thinking and planning

Lets the creativity, not the process, take the lead.

Builds interpretive skills

Huge cross-curricular opportunities and benefits, demonstrating links between subjects..

Helps motivate disaffected students

Engages and motivates reluctant students—particularly boys

Enables learners to hypothesise, build prototypes, evaluate and refine.