

missionmaker

game authoring tool for creative learning

immersive[®]
education

What is MissionMaker?

A 3D games authoring platform which allows students to create and play their own games.

MissionMaker lets students create visually rich worlds for their first-person adventures or 'Missions' comprising sets, animated characters, simple dialogue and music.

MissionMaker enables students to:

- create multi-threaded game narratives
- add, adapt and animate 3D characters
- 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 game play - award points, scores and multimedia rewards to engage players.

We have evidence of MissionMaker being used effectively to support teaching and learning in a number of subjects, including:

ICT - for digital diploma courses (including DIDA and iMedia); sequencing and control aspects of curriculum.

English - allowing the analysis of this popular medium in media studies at KS3 and 4 as well as a tool to create multi-modal narratives.

Design Technology - as a way to explore and practise the design process.

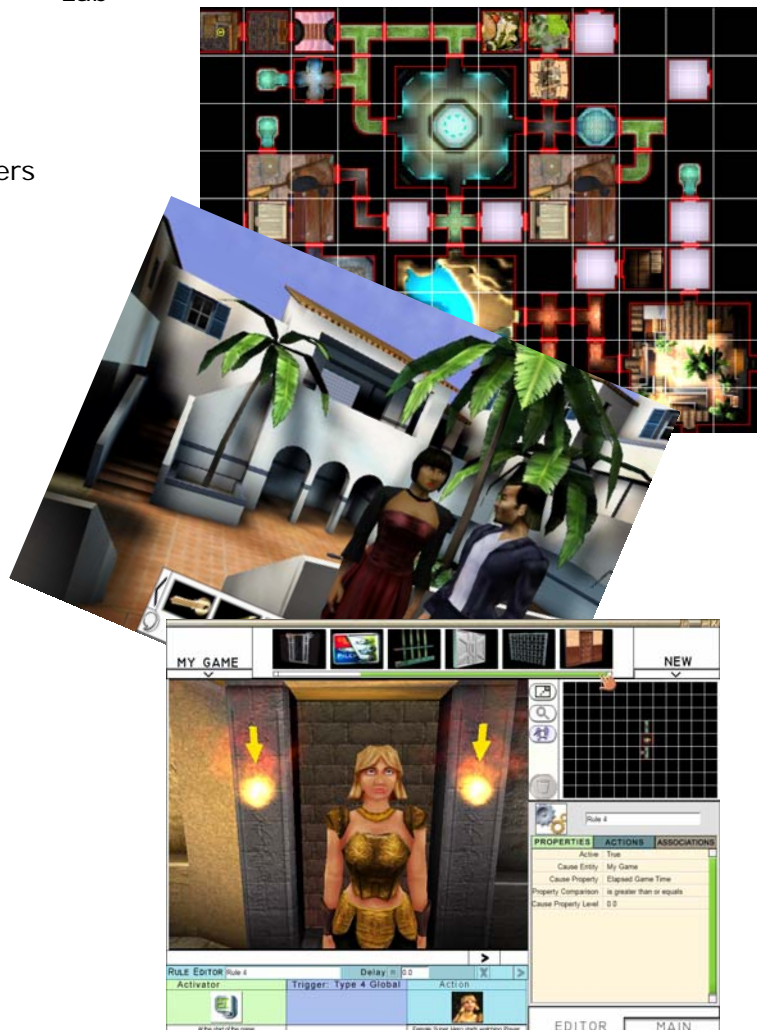
Cross-curricular projects - to develop thinking skills and collaborative working.

Learning outcomes and benefits

- Engages **all ages and abilities**.
- Motivates **reluctant learners**.
- Encourages **strategic thinking** and **planning**.
- Lets the **creativity**, not the process, take the lead.
- Builds **interpretive** skills.
- Provides **cross-curricular** opportunities and benefits, demonstrating links between subjects.
- Promotes **vocationally relevant** learning.
- Enables learners to **hypothesise**, build prototypes, evaluate and refine.

'MissionMaker has exceeded our expectations. It enables children to create extensive game worlds'

Professor David Buckingham, London Knowledge Lab



For further information on any of the Immersive Education Products:
T 01865 886 333 E sales@imed.co.uk W www.immersiveeducation.com



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Is available to purchase as a perpetual product licence or as an unlimited annual subscription service.

1. Perpetual product prices

MissionMaker Licence	School Site Licence	Stand Alone Licence	Home Licence (Annual Fee)	Training
Price (ex VAT)	£1,495	£79	£250	£399

2. MissionMaker Unlimited

What you receive with MissionMaker Unlimited

- A licence to use MissionMaker both at school and home —supporting the extended schools agenda.
- Access to the MissionPlayer software which allows anyone, whether they have the MissionMaker software or not, to play the games that have been created.
- 3 hours of professional development training (annually) to help your learners get the most from the software.
- MissionMaker teacher support packs, giving ideas for how the software can be embedded in a range of curriculum areas.
- Functional upgrades as they become available.
- Free online and telephone support.

School Type	N# of Pupils on Role	School Licence (per year)	School & Home Licence (per year)
Primary	100 or fewer	£595	£695
	101-200	£695	£795
	201-500	£775	£895
	Over 500	£850	£995
Secondary	600 or fewer	£850	£985
	601-1200	£945	£1,095
	Over 1200	£1,040	£1,195

All MissionMaker unlimited prices include £399 worth of professional development Annual licences fees run from date of purchase.

Prices quoted exclude VAT and Carriage.

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