

Gaming or learning? Introducing the Nintendo DS to Army training

Like all organisations the Army needs people with the right skills for their jobs and many of these people are millennial learners.

Major Roy Evans and Dr Naomi Norman examine the innovative use of the Nintendo DS gaming platform by contextualising Entry Level 3 Numeracy basic skills to the Brain Training concept and to the Army environment. This promises to be a fascinating presentation, taking a look at:

- What makes gaming work: the key factors
- Adapting the 'brain training' approach
- Using visual representations to fill the numeracy skills gap
- The crucial role of context
- Making training a positive choice for the learner
- How using technology can increase usage and raise expectations
- How using pilots and trials can de-risk the introduction of new technologies

More info on event here: <http://www.itec.co.uk/>

