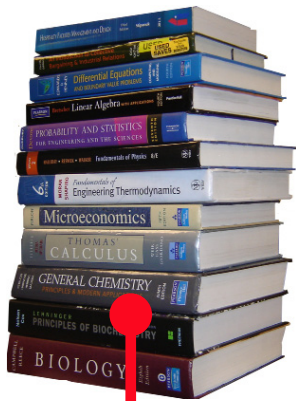


Insights & Opportunities

Insight No.1

School lessons about the 3D world are usually taught in 2D textbook form



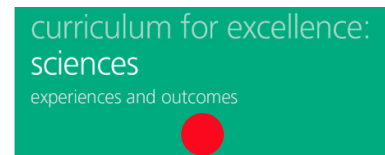
Insight No.2

Teenagers subconsciously learn maths and physics through games such as snooker



Insight No.3

The Scottish Curriculum for Excellence aims to “develop curiosity and understanding of the environment and [teenagers’] place in the living, material and physical world.”



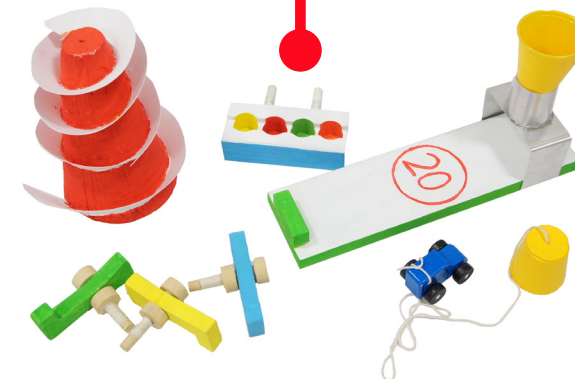
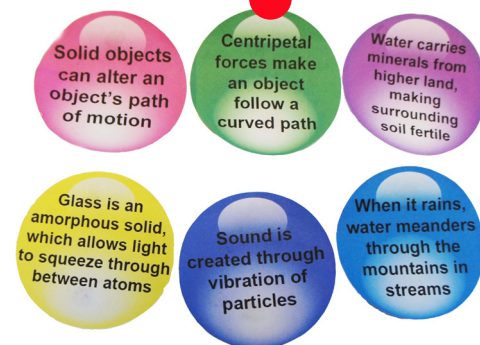
Insight No.4

Traditional teaching techniques often result in disinterested teenagers



Insight No.5

Computer games, laptops and TV are creating socially inept teenagers



Opportunity No.1

Schools need a hands-on and interactive 3D educational game

Opportunity No.2

The game can encourage teenagers to relate the facts they learn in science to the 3D object

Opportunity No.3

Giving teenagers control of their class room activities will enhance their interest and curiosity

Opportunity No.4

Making learning activities fun and engaging increases knowledge retention

Opportunity No.5

Teenagers should cooperate in teams, encouraging social interaction