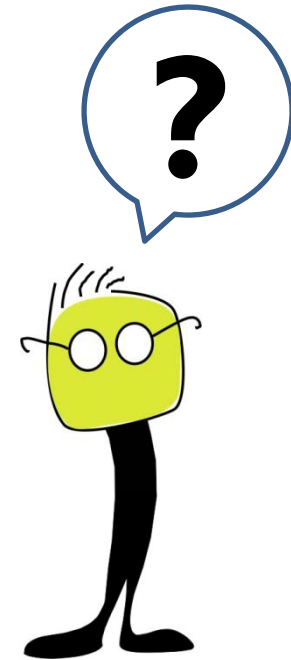


ReDefining Teaching & Learning

The UT System Initiative



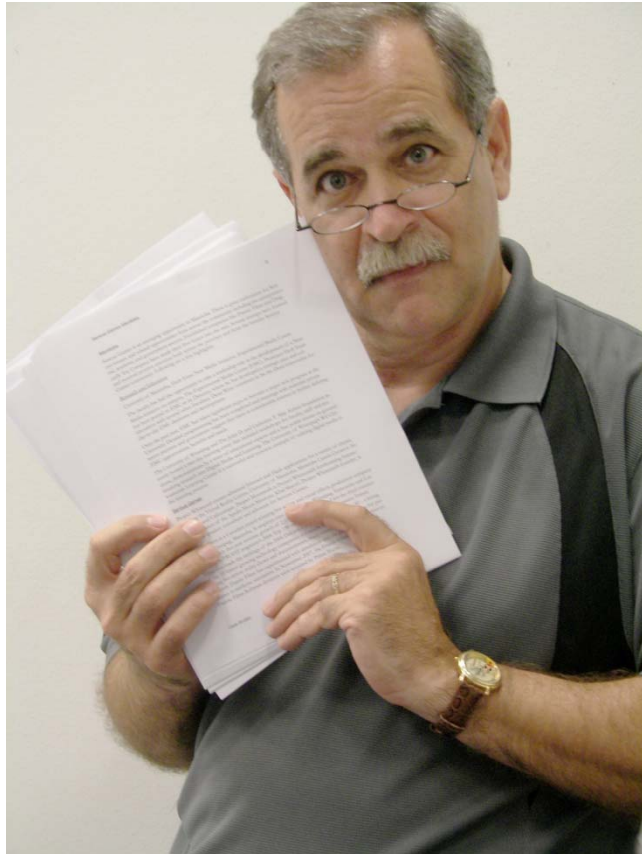
What do
you want
to solve
today?



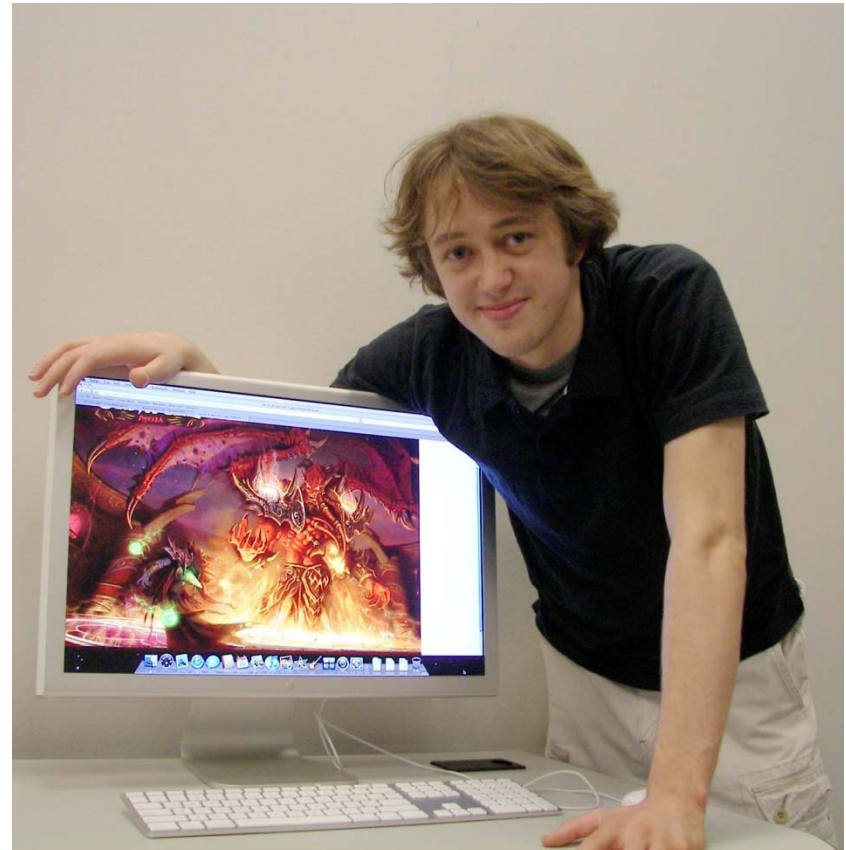
Together we have the answers.



The answers are in NEXT



Another report



The next game

Be a part of the **NEXT** generation of innovative education



old school



NEXT



Here's what we know: Games stimulate, engage, uses multi-sensory techniques and interesting narratives to hold the attention of the participants.

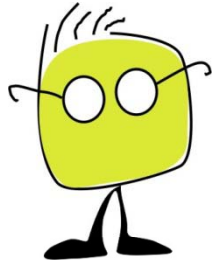


Here's what we know:

To maximize the learning experience and engage the most students, technology must play an integral role in future classrooms.

Serious games do this.

As innovative teachers, technology allows us to create visually stimulating, animated content, with compelling narratives and engaging content using multi-modal, multi-sensorial content.



NO

MORE

- Research
- Reports
- Writings
- White Papers
- Studies
- Committees

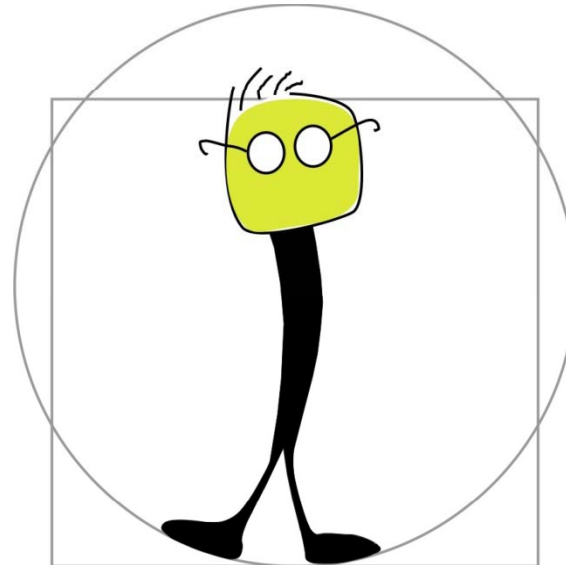
Lets start creating, collaborating, gaming.



We have the brains



We have the technology



How to engage the younger demographic:

Game Contest

2 Game competitions for students – High School & College



- Drive traffic to site
- Engage younger demographic
- Enroll all partners in the process
- Offer scholarships & cash prizes
- Live the research!

