



inclusive
intuitive
iSpace
imagine
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Interactive Learning Environments

Imagine a learning environment where students are free to explore technology in a totally new way, where traditional limitations to the delivery of an educational experience have been removed, and where personalised learning is no longer just an ideal.

Now Kingwood CLC and OM-interactive present iSpace...

"Our intention was to create a room that could be accessed by everyone we work with, from early years and primary to the 14-19. It's an agile space; for example, we can have music workshops, film screenings, etc. The technology is not intrusive - you can just use the bits you need. The point is to challenge new practice for ourselves as well as those we work with."

Katherine Douglas, Director, Kingwood City Learning Centre

iSpace

A Space within a Space... One minute you are immersed in an exhilarating interactive story environment experiencing the sights and the sounds of World War 2, the next you are performing in a play with interactive scenery, the next you are participating in an interactive game-show type maths lesson. The possibilities are endless...

- **Digital Art Gallery**
- **Sensory / Relaxation Room**
- **Performance Space**
- **Intelligent Classroom**
- **Variable operating levels, suitable for all ages.**

Our new gesture-controlled interactive learning environment combines relaxation and stimulation principles to create stunning and inspiring learning environments. These classrooms of the future feature a combination of cutting edge technologies to enable students to create their own learning environments; interactive projection, wall-to-wall moving image, interactive sound/lighting, music technology and hands-on learning features all set within a comfortable, contemporary styled environment.



Our Technologies



OMi - Vista

A floor projected gesture-controlled interactive system that responds to movement using the unique OMi software for fun and flexible learning.



OMi - Reflex

A vertical surface interactive projection system allowing users to see themselves on the screen. Movement produces changes to the displayed graphics providing a stimulating learning experience.

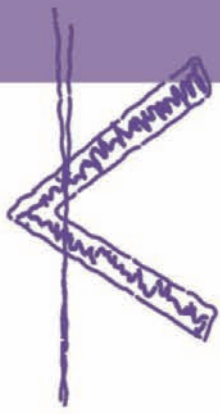


OMi - Beam

An interactive lighting system that triggers sounds and visuals when a light beam is broken. Ideal for performance, storytelling, music making and more.

Find out more...

For more information or a free demonstration please contact OMi
T: 020 8953 5353 E: info@om-interactive.com



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www.kingwoodclc.net

Case Study

Katherine Douglas

Director, Kingwood City Learning Centre, London

Kingwood CLC iSpace: Exploring OM Interactive Projection Technologies in Mainstream Contexts

Since it was established in 2002, Kingwood City Learning Centre has worked with teachers and pupils in Hammersmith and Fulham Schools to develop opportunities to explore meaningful uses of new and emerging technologies for learning with teachers and pupils. In planning the iSpace we were already aware of OM Interactive's use of interactive projection and lighting systems in particular in special needs contexts and within sensory environments; at Kingwood CLC we are also interested in developing the use of these technologies within mainstream settings and are currently working with schools and Local Authority colleagues to explore the potential of these technologies further. Among our focuses for this work are projects supporting the development of pupils' skills in speaking and listening and in developing narrative, including writing, and as an opportunity to develop understanding of the use of ICT in real life contexts.

Speaking, Listening and Writing

The potential in particular for the use of the interactive floor and wall projection systems as a stimulus for developing pupil language through speaking and listening and also as a starting point for collaborative or independent writing. The ability to create an application that allows pupils to experience the virtual sensation of walking on ice as it cracks beneath their feet or distort an image virtually reflected in a pool of water provides a very powerful starting point for developing ideas in situations that children may not have directly experienced. The ability to manipulate an interactive projection also provides a narrative backdrop for improvised storytelling; the opportunity to incorporate video and Flash enhances the relevance of this technology to allow children, especially in Key Stages 2 and 3, to develop their own media for use within the system.

Using ICT in Real Life Contexts

Kingwood CLC has for a long time been interested in developing multimedia projects using industry standard tools, in particular at Key Stage 4 for the multimedia unit as part of the DiDA and with pupils taking part in the IT Diploma pilot. Interactive projection systems are particularly relevant here as their use is developed in the context of advertising and entertainment. The projection of dynamic images onto any floor or wall surface which allows users to control a game or advertisement through their body movement creates a real opportunity for students to develop a critical understanding of the use of these technologies and how to enhance their potential impact on the user or audience. This is not only important in terms of understanding how to maximise the impact of these technologies in engaging a wider audience but also in considering the power and persuasive effect of these technologies on pupils themselves.

Find out more...

For more information about using interactive projection systems in schools, or to explore the use of iSpace with staff and pupils, please contact;

Kingwood CLC T: 020 7386 5428 E: info@kingwoodclc.net

OMi T: 020 8953 5353 E: info@om-interactive.com



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