

The project intended to focus on those students working at Pre-GCSE level in terms of their literacy, as part of the Foundation Studies programme at the Sheffield College. The aim of this project was to explore whether the use of commercial video games can increase learners'™ motivation in the English classroom, and influence creative writing development. The project used a commercially available video game (Call of Duty 2, published by Activision), unchanged or unmodified from its design 'off the shelf'™, as a stimulus for creative writing.

In summary, it was felt that the project had been a success as Foundation Level students were motivated to participate, attendance and punctuality improved, work improved in areas focused on in the materials and students developed an awareness of their own learning and development during the sessions.

I will need access to a projector and PC (for use of Powerpoint), and want to show a video so would appreciate some form of audio system if possible?

Hope this info is OK... please let me know if you need anything more.

All the best

Matt Hine