PSP™ in Education

http://uk.playstation.com/education

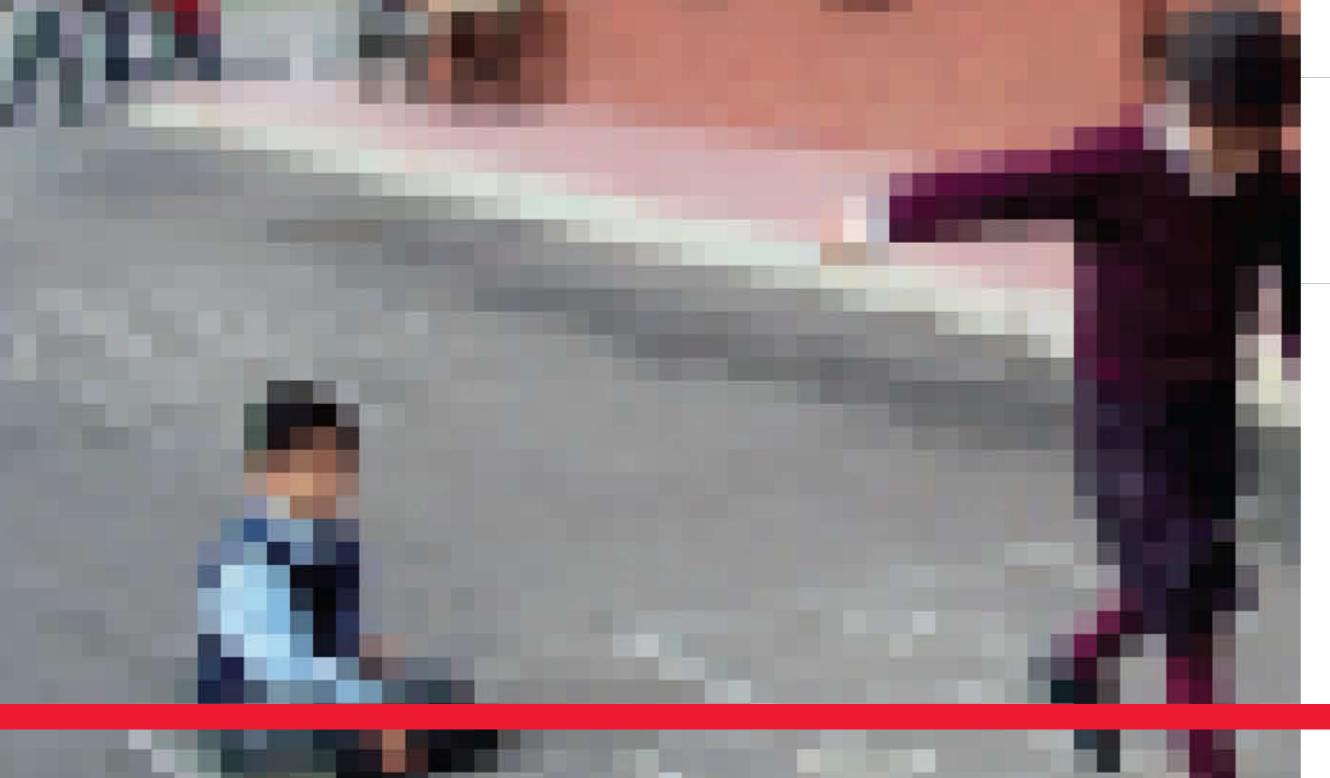An initiative by Sony Computer Entertainment UK to enhance mobile learning

PlayStation Portable (PSP) in Education and Training

The story so far...

Over the last 18 months, PlayStation®Portable (PSP™) has been purchased and used extensively in nearly 100 UK educational and training institutions. The combination of PSP's gaming heritage and its ability to capture and play open standard educational digital content via audio, video, and internet has made it a compelling new mobile learning platform.

The message is clear. Students can now use existing 'social technology' platforms like PSP to access real and engaging educational content. Decision makers in government, education and training can now see that this is a significant development in helping to provide more dynamic, cost effective and flexible delivery of learning content.

'It is Sony's handheld console, the PlayStation Portable that is becoming the games platform of choice in British Schools.' Daily Telegraph 24th April 2008

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Case study: Building Schools for the Future (BSF), Leeds Schools

Practitioner: Joyce Ness

Position: BSF Project Manager

Institution: RM PLC

The staff are beginning to implement a strategy that uses the PSP as a means of communication between the centre and home; using the multi-media capabilities of the devices to keep parents and carers fully informed about activities and progress.

Joyce Ness heads up a 'pathfinder' programme for BSF across Leeds secondary schools. RM sees PSP's as an innovative and engaging 'wow' factor for student and teacher engagement through mobile learning.

Leeds schools are developing PSP programmes around performance and self assessment. These included Maggie Lindsay, Teacher: The Autism Resource Centre (ARC), which is part of the North West Specialist Inclusive Learning Centre (SILC); Caroline Dodd, PE Department, Allerton Grange High School; and Karen le Sage, Director of Information Communication Technology (ICT), Temple Moor High School.

All participants shared the opinion that the use of the PSP had the immediate benefit of being 'known technology'. Students displayed an 'ownership' of them and, particularly so in the ARC, the PSP's added fun and enjoyment to their learning. It was interesting that, given the device's origins, the term 'game' was not used. All feedback recognised improvements in personal, social and subject related skills.

The deployment of PSP's in these schools has been recent. Even so, there is clear evidence that they are capable of contributing to overall provision including personal development and well being and teaching and learning. Already, there are reports of significant, positive impacts on enjoyment and achievement as well as the promotion of peer assessment. As with any technological enhancement to a school's provision, its success will be enhanced through well-planned and judicious use.

The ARC

Students have used the PSP's to prepare multi-media induction materials for those joining the centre. They prepared, conducted and recorded interviews with members of staff of the high school. Other uses have included students recording their own work and achievements. The staff are beginning to implement a strategy that uses the PSP as a means of communication between the centre and home; using the multi-media capabilities of the devices to keep parents and carers fully informed about activities and progress.

The staff report that the PSP project has exceeded expectations especially in the degree to which it has supported students' personal development. Students' self-esteem has benefited by raising levels of confidence, extending learning styles through collaboration and, giving opportunities for interaction with peers and adults. A further, important benefit has been the development of their social use of language.

Allerton Grange P E Department

The initial implementation has involved students who would otherwise have been non-participants in PE lessons. They used the PSP to record classmates during exercises for skills acquisition in cricket. Later, the recordings were used by students and staff to evaluate performance and identify areas that could be improved. Staff report that the use of the PSP has extended ICT in real-life situations and promoted speaking and listening skills through greater levels of interaction through peer evaluation. They believe that whilst the technology engaged and motivated students, it also promotes independence in their learning.

Temple Moor High School

The PSP's have been used in dance lessons to record routines so that students could make decisions on how they might modify and refine their work. In ICT lessons, staff have used the PSP as an evaluative tool in exemplification of work against learning objectives and national curriculum levels. In another activity, the PSP's were used in transition work with Year 6 pupils of feeder primaries. They used the screen displays to evaluate and rationalise their opinions on the suitability and effectiveness of a range of logos that had been uploaded previously, to the PSP's.

The staff reported good levels of student engagement especially when used to visualise and record, in practical lessons. As an ICT specialist, the teacher is very positive about the PSP's potential in giving flexibility and mobility to learning. It is, she believes, particularly effective in providing ICT in lessons without the need for discrete skills acquisition before learning can begin.

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Case study: City Learning Centres (CLCs) / Birmingham Schools
Practitioner: Richard Healey
Position: Centre Manager
Institution: East Birmingham CLC

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Case study: Personalised Signing Project / Special Needs
Practitioner: Alison Carter
Position: Deputy Head Teacher
Institution: Longwill School for Deaf Children, Birmingham

East Birmingham CLC has been supporting the development of PSP's as a legitimate mobile learning platform using accredited learning materials across a diversity of sites in the Local Authority.

Coordinated by the centre manager, Richard Healey, PSP's have been introduced and supported into local primary schools like King's Heath School, with Fiona Owens, Literacy and Science Coordinator, using PSP's as a whole of class teaching and revision platform. In year 6 Maths Fiona used SUMS ONLINE as the key content provider for SATS.

In class, PSP's have assisted differentiation and at home for revision, students have stayed focused on task which has been endorsed by their parents. PSP's have also been used in year 4 for 'visual literacy' around the production, design, packaging and marketing of their own chocolate products.

Richard has been instrumental in supporting projects in local special schools, like Longwill School for the Deaf working with staff, pupils and parents to embed the practice and technology for real levels of engagement and educational outcomes.

Richard has been encouraging school groups on trips to the North Pole and the NASA Space Centre Florida to use PSP's to record their experiences and bring them back to the classroom as a visual reminder of the trips both for their project work and to engage with other pupils and staff on what they have achieved.

Richard is also working with Matthew Prodger of Black Ridge Games and ConnectED using the camera on PSP in a new and dynamic interactive way using the camera to 'read' special printed 'bar coding' that in turn triggers the playing of audio and video files. This will have far reaching use in combining existing printed materials with new and dynamic interactive videos and digital content.

Recognising the powerful multimedia capabilities of the PSP, the ability to take pictures and record video and it's easy to use functionality Alison over the last 12 months has repositioned the device from gaming to an educational tool significantly enhancing the learning outcome of the school's pupils.

Alison's commitment to developing the technology is illustrated by the extensive and diverse nature of their use in school. Pupils record signed vocabulary lessons for review and practice at home and whilst travelling to and from school. Pupils recording of their own signed stories that act as a scaffold for creative writing lessons. Pupils use the PSP to record family events and trips ready for showing to the rest of the class supporting signing development. School trips are recorded and copies are synced onto the devices so all pupils can share the experience with home.

Home School partnership has been key to the effective use of the PSP. All parents are invited to the school for a device familiarisation. The PSP is used as communication tool between home and school for deaf parents and as a means of developing signing skills in both hearing parents and siblings.

Alison is currently working on a library of signed bedtime stories which can be accessed using the PSP browser and RSS capability.

Alison would be the first to agree that the journey has had its challenges. New pedagogy and management techniques have had to be developed. The success of the project, recognised in a number of independent evaluations, is such that the school regard the access by pupils to such a device as an entitlement and as such all pupils are now being provided with their own PSP. This new and exciting challenge consolidates the PSP as a significant and effective learning tool.

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Case study: Year 8 Geography
Practitioner: Emily Blain
Position: Classroom Teacher
Institution: Holyhead Secondary School, West Bromwich

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Case study: Sport and A-Level ICT
Practitioner: Paul Quinn
Position: Deputy Head
Institution: Harefield Specialist Sports Academy, Greater London

Holyhead is a secondary school where PSP's have been used by one specific group of year 8 students in MFL, Geography and History.

In Geography the PSP's were used as a research tool. Using the video camera, students created a wide ranging glossary of images looking at Warwick. Ease of use of video both to film and interrogate allowed them to instantly refresh and engage on project work. PSP's also helped via pre-prepared Powerpoint slides for extended writing, students were able to focus quickly on individual writing slides and self review effectively.

PSP was used in a vertical tutoring initiative between years' 11 and 7 allowing instant and effective interaction both between different years in the school and parents at home. Finally

PSP was used in an assembly video on Fair Trade where stills and video were captured on PSP's and edited on Moviemaker; each child in the project had a role and quickly understood the project.

The overall results showed that the students who used the PSP's had the same or slightly better outcomes in their marking, but also the levels of engagement, enjoyment, and ownership

were higher. Compared to getting new laptops where enthusiasm wore off within a few weeks, enthusiasm for PSP is still as strong after one year, with disaffected students readily engaging in the PSP's ability to capture visual stimuli. Oral revision of the material some weeks later showed that students remembered the kinaesthetic nature of the learning activity which created a memory link to the content.

Harefield has used PSP's for a year in two specific areas, PE and A Level ICT. In PE PSP's have been used to interrogate performance for gymnasts.

The easy way you can review video images on a frame by frame basis as practice takes place is very powerful, especially

compared to the more expensive traditional video cameras, where the functionality is much less familiar and complicated than PSP's. This is particularly enhanced by PSP's large screen and its durability.

In A Level ICT PSP's are used with an online assessment programme called Yacapaca. Students input their data via the internet wireless browser with ease and find the individual learning tasks PSP facilitates, both dynamic and engaging. Teachers are then able to collect, view and assess the date collected across the whole class.

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Case study: The Armed Forces
Practitioner: Lt. Alex Smith RN
Position: Engineering Training Manager
Institution: HMS Collingwood, Portsmouth

HMS Collingwood is a specialist Royal Navy (RN) training centre for new recruits and has a brief to develop a mobile training and learning programme for use on board ships, in submarines and in combat zones.

HMS Collingwood has used PSP's for 9 months to train new recruits in basic numeracy skills. This has been combined with an innovative lesson capture programme called Lecturnity to capture all its Maths lessons and make these available as videos on the Sony PSP's.

This has also been combined with flash based tests and games delivered through the PSP's web browser. The PSP's have been trialled by Navy recruits on board ships and submarines and the results so far are encouraging.

The use of the Lecturnity software coupled with the Sony PSP has been a perfect way of producing high quality key materials that the learner enjoys receiving.

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Learning anywhere

PSP™ (PlayStation®Portable) provides a great way for students and teachers to access and interact with a rich source of educational multimedia content. Through its built-in wireless Internet browser, PSP™ lets users download and play audio and video podcasts via RSS feeds, anywhere and at any time – so your pupils no longer need to be confined to a classroom to access your lessons.

In the UK (as of September 4th 2008) there are already 2.8 million PSP™ systems in circulation and 41.3 million units world-wide – it is a robust, stable and sustainable hardware platform with a legacy of extended use and popularity among school and university age students. The recently launched, redesigned PSP system (3000 series) is slimmer and lighter than its predecessor and boasts a built-in TV out port and microphone, which allows for recorded and stored content to be displayed on a monitor or projector, as well direct voice communication via Skype or Go! Messenger.

PSP™ provides an effective and compelling delivery platform for rich multimedia formats; the combination of using these formats and PSP™ will help develop Virtual Learning Environments to have richer and more engaging content for students and teachers alike; complementing what many are already viewing on social websites.

Audio

Use the audio recording facilities of the PSP™ camera to practise language learning; or store audio files that you have created in your digital language laboratory andreplay them at home or anywhere outside of school.

The PSP™ system's repeat play allows for thorough examination of audio content to aid pronunciation skills and vocabulary revision.

Internet

Use the PSP™ system's wireless Internet browser to access Virtual Learning Environments and key educational content on web sites. Set the built-in timer to download audio and video via RSS feeds as you come into school; or create your own audio or video podcast and then share it.

The PSP™ system is compatible with open web platforms like HTML, XML, Flash and JavaScript.

Video & Photo

Use the PSP™ camera to record video for field trips, class debates and foreign language trips; or capture still images for class presentations, art classes and biology dissections. The PSP™ system's zoom and 180 degree rotation feature enables you to examine images in amazing detail.

Download Media Manager software from eu.playstation.com to move your captured photos and video to your PC and then edit them. Share the images you have created for comparison, evaluation or fun; or connect the PSP™ system to a TV or a projector and play your video content to the whole class.

Go!Messenger

Working in partnership with British Telecom, Sony Computer Entertainment have created a new feature for PSP™ called Go!Messenger. Go!Messenger allows you to capture audio and video footage and send it to other PSP™ systems via the Internet or to PCs that are online.

Imagine sending a video message from your German trip in Berlin back to the UK or broadcasting back to the school the findings of your geography field trip in the Scottish Isles.

Future Proofing

PSP™ is a sustainable and extendable technology platform.

Benefiting from regular system software updates readily available to download from eu.playstation.com, PSP™ plays a whole range of different formats including AVI, MP4 and MPG. Extract ATRAC3, MP3, WAV and WMA audio and CD files and transfer them to your PC; move JPG, BMP, GIF, PNG and TIF files from your PSP™ to your PC; view documents such as Word documents, TXT files, Excel spreadsheets, and HTML files using Media Manager software (downloadable from eu.playstation.com).

Summary & Contacts

PSP™ is now being used across the UK as a successful mobile learning platform in Primary, Secondary and Special Needs schools, City Learning Centres, Hospitals, Universities and Corporate Training bodies in both the public and private sectors.

For more information on its functionality, pedagogy and deployment in education and corporate training, please visit Sony Computer Entertainment's educational and training distributor ConnectED Services Ltd at www.connectededucation.com or info@connectededucation.com

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For more information please go to:

Sony Computer Entertainment (UK) Ltd
http://uk.playstation.com/education

ConnectED (Sony Computer Entertainment's accredited educational and training sales and marketing channel)
http://www.connectededucation.com

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