



## Neil Gannon

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Neil Gannon is a Software Development PhD. Researcher at Institute of Technology Sligo, Ireland.

Having graduated with an Honours degree in Software Development in 2009 from the Institute of Technology Sligo, Neil began researching game based learning and online learning.

The research being conducted is a collaborative endeavour between the Department of Computing and Creative Practices and the Department of Life Sciences. The research being carried out is game based learning leading to the development of serious games to educate users in the practical aspects of medical biotechnology through a virtual laboratory, while assessing users on theory through in game based delivery and assessments. The research has evolved from single game to a wide variety of applications spanning multiple fields of education and has resulted in a unique educational game engine being developed.