

GENERAL INFORMATION

Each student will receive an educational Infinity Mobius Strip Teaser to stimulate their comprehension of Infinity's Logo design and the symbol of infinity through the fun exploration of intriguing 2D topological surfaces that appear three-dimensional!

TEACHER RESOURCES

Infinity has developed a broad diversity of questions related to each subject so that they apply directly to the Key Learning Areas and Key Competencies for Qld Education students in Years 6 - 12, as well as suggestions for class projects for younger students.

These teaching resources are obtained from the www.infinitygc.com.au website by applying for a teacher's log in after a school booking is confirmed. Bus Parking & General Info Kit will be provided 1 week prior to visit.

ADMISSION & PAYMENT TERMS

Grades 4 - 7:	\$13.50
Grades 8 - 12:	\$17.00
Minimum No:	25 students per visit
Free Teacher Entry:	1 per 25 students, additional teachers \$18.00 ea
Payment Terms:	30% deposit on booking, balance by day of visit
Note:	10% GST refund can be claimed for curriculum-based activities

FURTHER INFORMATION

Experience Duration:	Approximately 40 minutes
Age Minimum for School Groups:	Grades 4 and over
School Program Available:	Weekdays from 9:30am - 3:00pm
Bus Access:	Drop off point at front and parking nearby

"I visited INFINITY with Grades 5 & 6 from Martin's Gully Primary School on an excursion. Everybody had such a good time and the illusions of INFINITY looked so real. It was the best!"

Nicole Carey

"We were very impressed with INFINITY - it is ideally suited to our students' needs."
New Zealand Educational Tours

"Our tourism students really benefited from their trip to INFINITY."
Elanora High School

"This is an excellent learning experience for our study groups"
AICOL - ANZEC Study Tour

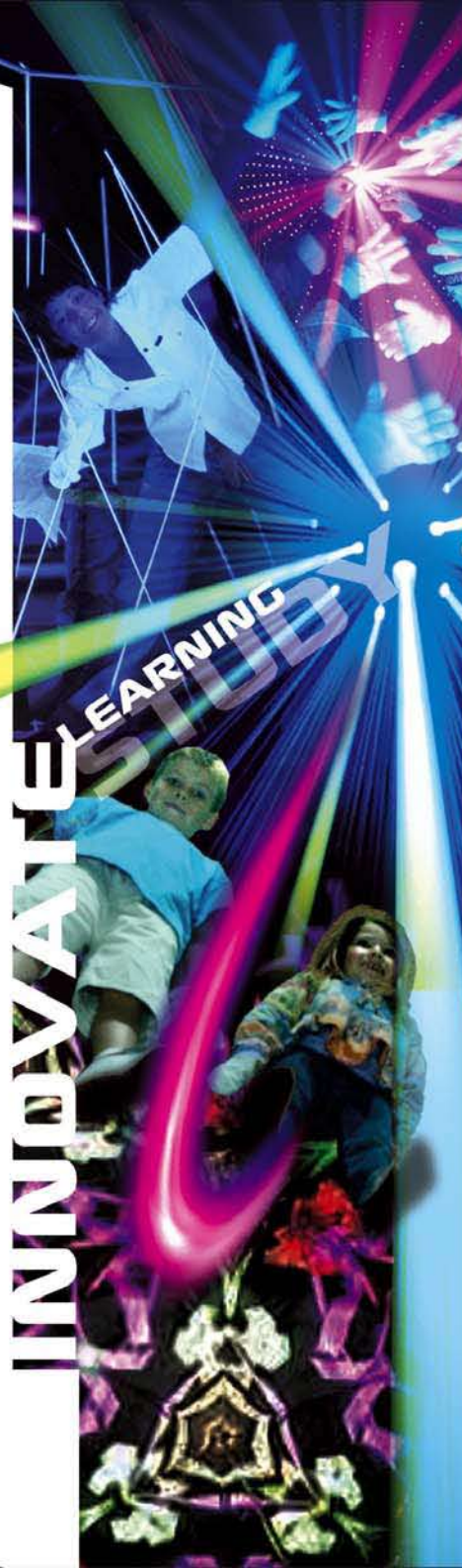
"An outstanding learning opportunity!"

Marist Regional College

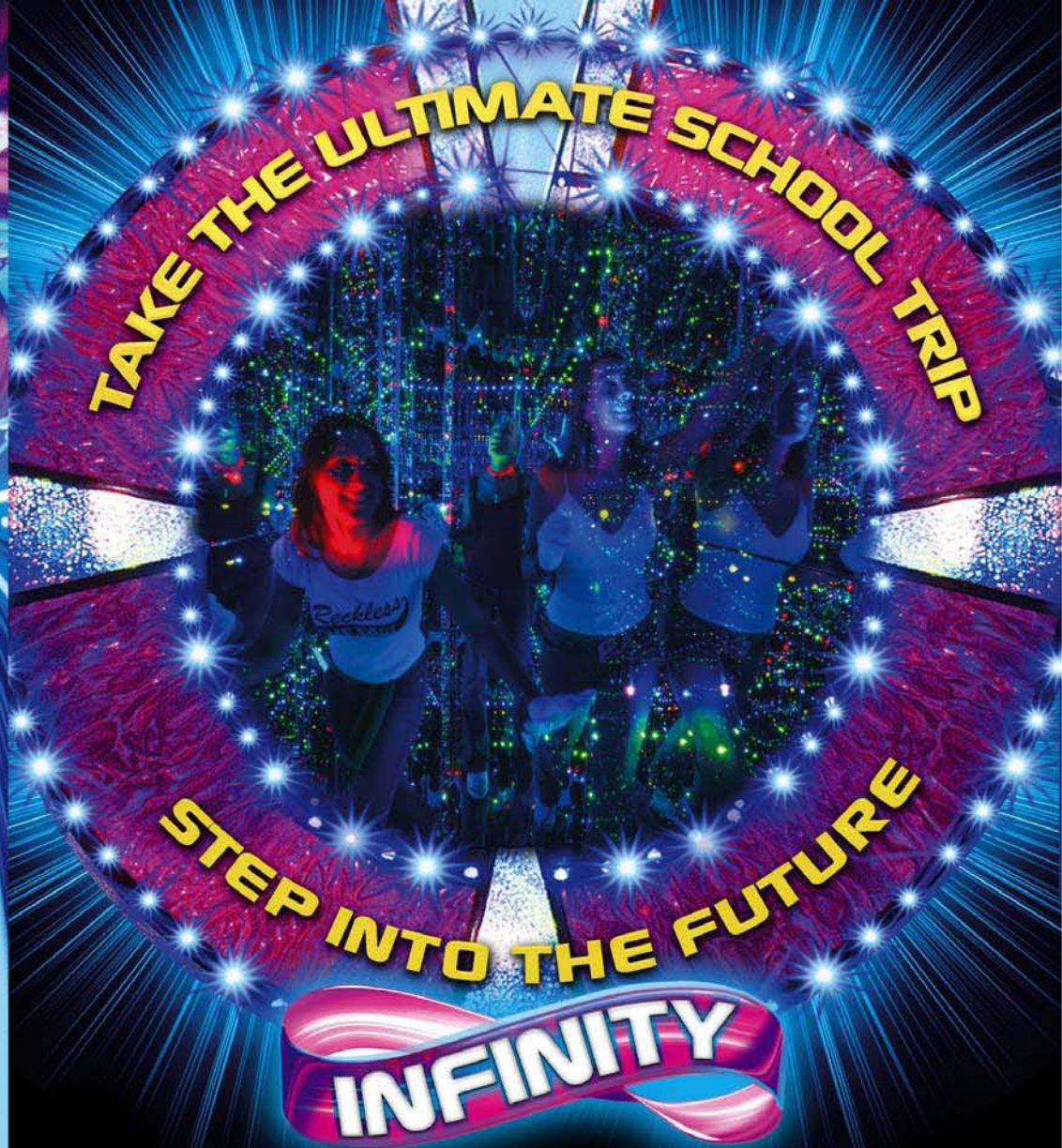


FOR BOOKINGS PHONE 5592 3041

Chevron Renaissance Surfers Paradise Boulevard Surfers Paradise Qld 4217
PO Box 1888 Surfers Paradise Qld 4217 Fax: 5592 3700 www.infinitygc.com.au



INNOVATIVE LEARNING STUDIES



EDUCATIONAL PACKAGES TO EXPLODE STUDENTS' LEARNING EXPERIENCE

This world first, multi-million dollar, 21st century journey into the far reaches of the imagination will ignite the senses and explode the creativity of students and teachers alike! A unique edu-tainment experience!

Science and Technology Studies
Visual and Creative Arts

Business, Management and HR Studies
Tourism, Hospitality and Retail Operations

Film Television and New Media
Psychology and Physiology

INFINITY'S EDUCATIONAL PACKAGES are suitable for all ages from 8 years and they meet the objectives of several of the QSA KEY LEARNING AREAS and KEY COMPETENCIES as well as providing a working study for vocational education and training and vocational learning programs.

The INFINITY attraction is a unique synthesis of technology and art that takes students on a fun interactive, learning experience and invokes a powerful sense of discovery as they explore a diversity of psychological responses to unique special effects inside immersive art environments.

SCIENCE - THE PHYSICS OF LIGHT

Students will explore the nature of light when used in optical illusions and special effects and how this can be utilized to create innovative new experiences for the mind and body.

Students will be encouraged to think creatively and rationally about physics related issues in a real-world context through an experience will immerse them in both the practical and contextual aspects of the discipline and facilitate the growth of awareness of the constructions of physical understandings from personal, social and global perspectives.

Their INFINITY experience will encourage them to think laterally and critically and exercise their problem solving skills to understand the way in which the unique properties of light and reflection help create the Infinity experience.

INDUSTRIAL TECHNOLOGY, DESIGN EDUCATION, TECHNOLOGY STUDIES & PRACTICE & TECHNOLOGY ENGINEERING

On their journey through Infinity students will be exposed to a range of innovative uses of existing and specially created technologies applied to create a world first entertainment experience which was designed and developed in response to the identified needs, wants and opportunities arising in a modern, affluent society.

Students will be encouraged to think laterally and critically and exercise their problem solving skills on the unique design challenges and the practical and innovative solutions applied to create Infinity and turn this unique concept into a reality.

VISUAL & CREATIVE ARTS, 21ST CENTURY IMMERSIVE ART & LIGHTSCAPING

On their journey through Infinity students will step inside the electronic canvas of the future to experience a totally new artistic expression of immersive art. Infinity comprises 20 hi-tech environments - a gallery of immersive art forms - utilizing never before seen optical effects, imagery, innovative illumination, sound fields and music. Infinity is often referred to as a "chemical free trip into other dimensions of the imagination."

Students will be totally immersed in hi-tech, 3D art forms of the future and learn how to 'sculpt' or 'paint' with light, video, atmospherics, sound-scapes, movement, aromatics and tactile 'canvases' to expand their concept of artistic mediums in the 21st century.

They will determine and communicate meaning by demonstrating knowledge and understanding of Infinity as an artwork in the contexts that relate to concepts and media, analysing, synthesising and evaluating sensory information to discern meanings, making informed judgments, justifying positions when determining the aesthetic value of artworks using suitable terminology, language and referencing conventions.

Students will be encouraged to think laterally and critically, considering how visual problems were designed and solved and how technologies, techniques, materials and processes were used to create this unique 21st century art form where interactivity and the role of the observer are part of the art form itself.

HEALTH & PHYSICAL EDUCATION - PSYCHOLOGY & PHYSIOLOGY

The Infinity experience intensifies all the senses to maximize the psychological and emotive responses to awe, beauty, the unknown and conceptual horizons by taking its unforgettable journey!

Students will experience INFINITY's diversity of emotive and physiological responses and determine the psychological underpinnings of its multi-sensual journey from the inner mind to the outer limits of one's imagination.

EDUCATION SCIENCE MARKETING MEDIA TECHNOLOGY CREATIVITY

BUSINESS ORGANIZATION & MANAGEMENT, HUMAN RESOURCES, SALES & MARKETING, TOURISM STUDIES, HOSPITALITY PRACTICES, RETAIL OPERATIONS

On their journey through Infinity students will enjoy a world first entertainment experience which was designed and developed in response to the identified needs, wants and opportunities arising in a modern, affluent society where regional, domestic and international tourists have rising expectations for their travel and leisure activities.

Students will consider the interaction of people, strategies, structures, technologies and environments, which define the organization and enable Infinity to continue to enjoy its stellar commercial success as a leading edge tourism business in a highly competitive marketplace.

Infinity provides an interesting study the management of the key business activities of marketing, operations and human resources, the environment and culture of the business organization and its management, the structures, strategies and technologies which are adopted, and the nature of management processes and skills employed, including those developed in the context of business planning.

Students will be encouraged to think laterally and critically about a variety of cultural, intellectual, technical, operational and workplace issues, and to further develop their understanding of the role that attractions play in the tourism industry and their connection with the related tourism sectors of travel, hospitality and other visitor services.

Students can consider the relationship between tourism and hospitality in both domestic and international markets, how collaborative marketing can be beneficial to all and the role attractions play in the tourism industry. They will assess what is required to market a totally new, world-first, interactive attraction to a broad range of market segments.

They can analyze the expertise required to recruit the most suitable staff, train them and build a reliable team to manage and operate a unique business like INFINITY.

Students will be encouraged to think laterally and critically and to exercise their individual problem solving skills in a unique case study of a business that sells an unusual product - fun!

FILM, TELEVISION & NEW MEDIA

Infinity features moving image technology as part of the experience itself as well as in the promotional context of TV advertising and new media.

Students will investigate the role that film, video and new media play in the creation of INFINITY's immersive art, setting the mood, public instruction, security and marketing.

Students consider the technologies, tools and associated processes used to create meaning in moving-image media production and use by Infinity and the languages, representations and constructions of people, places, events, ideas, and emotions that are applied to create meaning to those images and make them relevant to their futures - the individuals and groups being targeted. They will also assess the creative and critical abilities of others.

Students will be encouraged to think laterally and critically, evaluating the effectiveness of the products and their contexts of production and use, e.g. why were they made, what function they serve as part of the Infinity experience and how they are shaped according to whether the audience is classified as potential customers, citizens or imaginative beings!