

Challenges and possibilities of ERASMUS + project “Learning games for dyslexic young adults”

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Topicality

- Time of complexity and turbulence
- Unpredictable changes in economy and society
- Shift of paradigms in education
- Wide growth of information and digital society
- Wide information, access to information
- Digital devices as part of human's body – special function dedication
- Great diversity



Necessity
to transfer
the learning
games in
such a way
that

Learning happens "anywhere
and anytime"

The user interface is adapted to
smaller screens

Touch screen features are
supported

The app design becomes really
intuitive (no questions asked)



DYS2GO mobile app

The purpose – to provide highly motivating and stimulating learning games for a carefully selected range of skills known to be important for young dyslexic adults, focussing on the following 7 areas:

1. Visual discrimination,
2. Visual memory,
3. Visual sequence,
4. Auditory discrimination,
5. Auditory memory,
6. Auditory sequence ,
7. Spatial position (e.g. top, bottom, behind, ahead, left, right).

Target groups

Youngsters – starting from 16 –with dyslexia;

Support specialists – speech therapists, special education teachers;

Youngster's family and friends

21ST
CENTURY
Student

Ego centric

Entertained

Open minded

Digital learner

Young adults with dyslexia

Critical

Demanding

Networker

Visual thinker



Young adults with dyslexia

- Dyslexia – lifelong disorder with neurological basis
- Young adults – 14 – 25 y.o.
- Main characteristics:

(+)

- Verbal communication,
- Visualization,
- Innovative thinking, creativity.

(-)

- Verbal memory,
- Symbol processing speed,
- Difficult to do routine work,
- Low learning motivation.

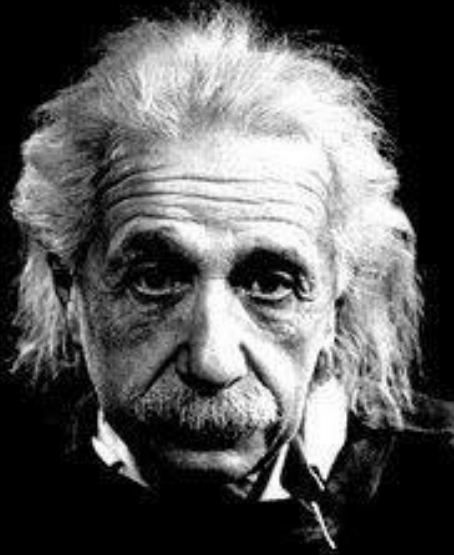
Diversity of parents

**We never know the
love of a parent till we
become parents
ourselves.**

Henry Ward Beecher

EVERYDAYPOWER

"WE CANNOT
SOLVE OUR
PROBLEMS
WITH THE SAME
THINKING WE
USED WHEN WE
CREATED THEM"



☺☺
If we teach today
as we taught
YESTERDAY
○○○
then we **ROB** our
STUDENTS
OF
tomorrow!



John DEWEY

Necessity to lead the teaching and learning through



- Engaged doing, creating and sharing,
- Learning by doing ,
- The use of rich, multiple media representations,
- Different methods of communicating, that provide rapid feedback and reflection
- Exploring of multiple sources of information,
- **Playing** and by creating ways for others to play to learn new things,
- creative problem-solving and answer-finding methods
- 1:1 support

Basic requirements for choosing the tools



- The purpose for choosing the tool
- Appropriate usage (age, difficulty, topicality, etc.)
- Ability to transfer knowledge
- Foster motivation
- Enhance self-confidence
- Leading to better achievements
- Helping to keep balance between entertainment and forced attention concentration

Project outputs

Pedagogical Framework - the methodology for the work – «manual for the work»

Media file package – in all partner country languages and English

Game specifications

Outputs



- Teachers' guide in
 - English
 - German
 - Bulgarian
 - Czech
 - Lithuanian
 - Latvian
- Evaluation report
- Website: <http://www.dys2go.eu/>
- Internal platform for project activities
- Supports iOS, Android and Windows platform



**Lost in the
pyramid**



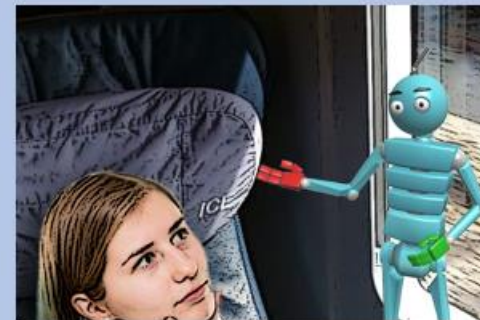
**When dream
comes true**



**Surprising
trip**



**Good or bad
luck**



**The family
secret**



**All
games**

Interface and usability





110

/

0

STORY03_L2_G05



DYS2GO - learning game for dyslexic young adults (Beta)

GedonSoft

100+
Downloads

3
PEGI 3

Install

i You're a beta tester for this app. Future updates will include beta versions.



English Български Čeština
Deutsch **Latviešu** Lietuvių

Līdzfinansē
Eiropas Savienības programma
"Erasmus+"



Eiropas Komisijas atbalsts šīs publikācijas sagatavošanai nav uzskatāms par satura apstiprinājumu, kas atspoguļo tikai autoru viedokli, un Komisija nevar būt atbildīga par tajā ietvertās informācijas jebkādu izmantošanu.

Lietotnes DYS2GO izstrādi atbalsta Eiropas Savienības Erasmus+ programma. Lietotne paredzēta gan skolotājiem/atbalsta personālam, gan jauniešiem ar disleksiju. Lietotnē apkopotas jauniešiem saistošas un motivējošas mobīlās spēles. Spēles aptver tādas uzveres vingrināšanas jomas, kuras ir svarīgas jauniešiem ar disleksiju. Detalizētu informāciju atradīsiet lietotnes rokasgrāmatā.



Līdzfinansē
Eiropas Savienības programma
"Erasmus+"



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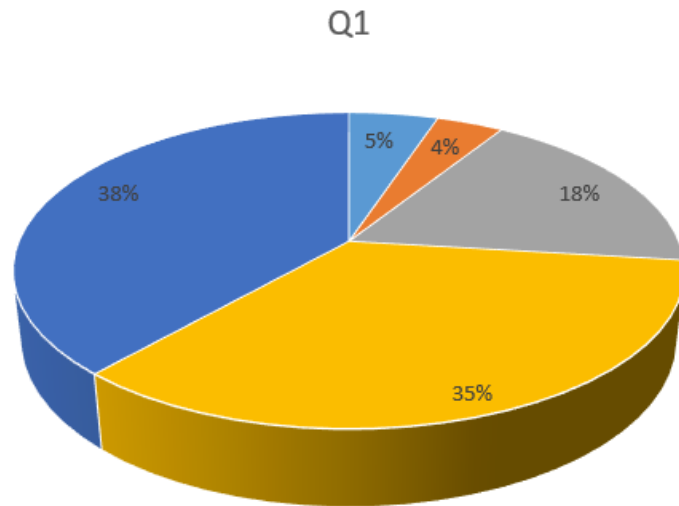
User survey

Participated:

- 77 teachers
- 147 youngsters

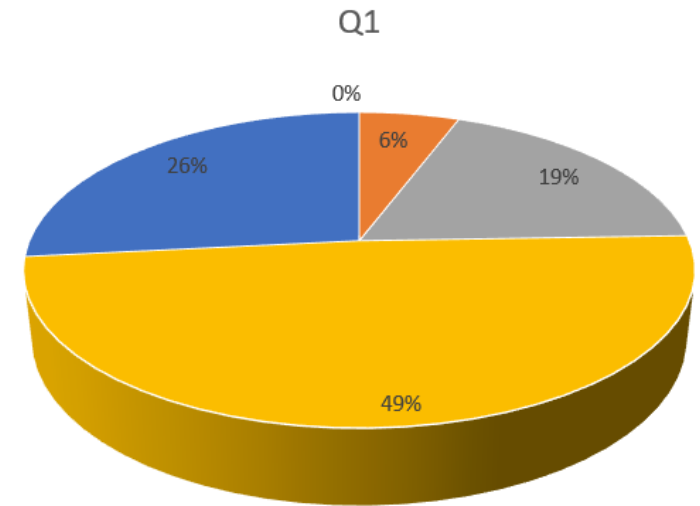
Overall impression

Teachers



■ 1 ■ 2 ■ 3 ■ 4 ■ 5

Youngsters

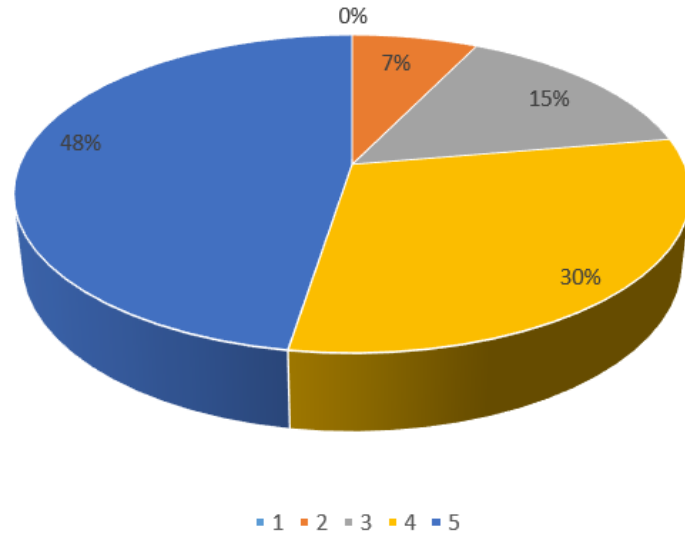


■ 1 ■ 2 ■ 3 ■ 4 ■ 5

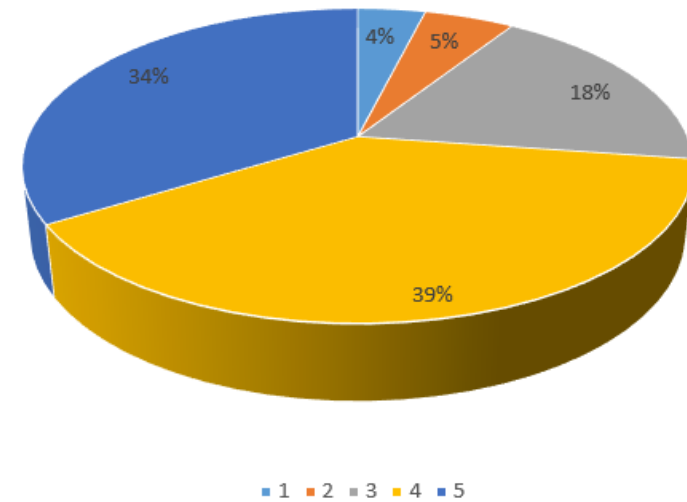
Would you include DYS2GO learning games as part of students' intervention sessions?

Would you like DYS2GO be included in your intervention sessions?

Q3



Q2







Thomas