

The cLEAR™ Games

TreasEAR Island

Game activity:

- Patients see three pictures in the slot machine windows.
- They hear three words.
- They decide if the pictures they see match the three words they just heard, in the same order.
- They place a bet.
- They click either the “Match” or “No match” button.

Game goals:

- To develop auditory attention by teaching to extract a word from background noise
- To teach phoneme discrimination
- To develop confidence
- To teach recognition of the most frequently used words in the English language

FarmEAR in the Dell

Game activity:

- Patients hear a word in noise.
- They choose the word that they heard from an array of four picture choices on a windmill.

Game goals:

- To develop auditory attention by teaching to extract a word from background noise
- To teach phoneme discrimination
- To teach recognition of the most frequently used words in the English language

MountainEAR

Game activity:

- Patients see a picture inside of Mount EARverest and then hear a word.
- They click “yes” or “no” to determine whether or not the word matches the picture.

Game goals:

- To develop auditory processing speed
- To develop patients’ abilities to recognize the most frequent words in English
- To develop auditory attention by teaching them to extract a word from background noise

ShakespEARe

Game activity:

- Patients hear a five-sentence paragraph.
- They organize the scrambled sentences back into the original order of the paragraph.

Game goals:

- To develop discourse comprehension
- To develop auditory memory
- To increase confidence in listening to dialogue
- To develop auditory processing speed

pEARI Crunch

Game activity:

- Patients hear a phrase that may contain a bound morpheme (e.g., plural “s” or negative contraction “t”).
- They choose between two illustrations of the phrase, located in the clamshells, one with the bound morpheme and one without.

Game goals:

- To develop auditory processing speed
- To distinguish between bound morphemes

EARonaught

Game activity:

- Patients see all of the pictures that lay behind the nine planets of the solar system for 15 seconds so they can memorize as many as possible.
- The planets then return and cover the pictures.
- Patients hear a word and must find its picture match on the screen.
- The game has an “arrow bar” that allows a patient to adjust the level of the background noise.

Game goals:

- To develop word memory
- To teach recognition of the most frequently used words in the English language

To develop patients’ confidence for listening in the presence of background noise