K. Subhadharshini 2018115113   **V. Vishalini 2018115132**

CREATIVE INNOVATIVE PROJECT

ENGAGING APP FOR DYSLEXIC CHILDREN

ABSTRACT

✓ Dyslexia is a specific language disorder of neurobiological origin. The condition causes reading, writing and speaking issues amongst growing children.

✓ It is characterized by poor word recognition, spelling and decoding abilities.

✓ This condition prevails despite having higher cognitive abilities and receiving effective classroom experience.

AIM

✓ We propose to give an engaging application for dyslexic children with textual and visual support.
✓ The app will help them improve their word recognition, spelling abilities and vocabulary.
✓ We have come up with a few engaging modules for the same.

➕ *MODULE 1 : Phonic Wall*
Aims to teach them how to spell few words (one at a time) with visual aids and sounds. The user can choose an alphabet from the Phonic Wall. They can listen and learn its phonic sound, along with how it's used in a word with images.

➕ *MODULE 2 : Spell Check*
The user will be given a set of words with blanks. The user has to fill in the blanks correctly for the words to be "learned." On completion, the user will get remarks for his/her answers.

➕ *MODULE 3 : Vowel Check*
Here, focus is on making the user to learn vowels. This is done using an engaging vowel matching game.

➕ *MODULE 4 : Listening*
The user will be given a set of audio buttons. The user has to listen to it and type out the words in the blanks provided. On completion, the user will get remarks for his/her answers.

➕ *MODULE 5 : Colours*
Here, the focus is to help users identify colours and learn the words. This is done through a fun 3D colour matching game.