ReadWise

Reading Trainer

A platform that supports children in training their reading and comprehension skills

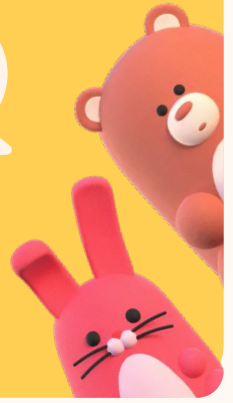**Group 5**

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POLITECNICO MILANO 1863

INNOVATIVE INTERACTIVE INTERFACES Laboratory

User Population

I want to improve my reading comprehension skills

Children with linguistic impairments

Age: 5-10 years old
Occupation: Elementary school

I want to engage children attention in exercises

Therapists

Location:

System Goal

Design and develop an application that supports children in training their reading and comprehension skills

User friendly interface for children to use
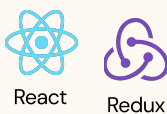
Making learning experience engaging

UX Scenario

- User: Jack (a child with linguistic impairments)
- Therapist: Sarah (Speech and Language Therapist)

Before the therapy session, Sarah selects the child's profile in the app, and generates exercises based on his needs and interests. She can choose between 3 types of exercises, and select the difficulty and topics. When she is satisfied with the generated exercise, she saves it to the child profile.
When the session starts, she choose one exercise among previously generated ones and run it in the child screen.
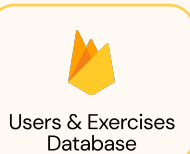
Technology And High-Level Architecture

FRONT END

React   Redux

BACK END

Exercise & Images Generation

Users & Exercises Database

Challenges Encountered

- Difficulty With Open AI API Keys

- Format ChatGPT Responses

How Does It Work?

Therapist's Screen

1. Enter basic information about the child
2. Customizing exercises based on children situation

Send Exersice

Child's Screen

1. Do and Finish exercises