MOBILE AND SIMULATION-BASED APPROACH TO REDUCE DYSLEXIA IN CHILDREN

Thiraviyarasa.A - IT21176210

Final Report

Bachelor of Science (Hons) Degree in Information Technology, Specializing in Software Engineering

Department of Software Engineering

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DECLARATION

I declare that this is my own work, and this proposal does not incorporate without acknowledgement any material previously submitted for a degree or diploma in any other university or Institute of higher learning and to the best of our knowledge and belief it does not contain any material previously publish or written by another person expect where the acknowledgement is made in the text.

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Thiraviyarasa.A	IT21176210	

The supervisor/s should certify the proposal report with the following declaration.

The above candidates are carrying out research for the undergraduate Dissertation under my supervision.

…………………………. …………………

Signature of the Supervisor Date

(Dr. Mr. Kapila Dissanayaka)

………………………………. …………………

Signature of the Co-Supervisor Date

(Ms. Rivoni De Zoysa)

ABSTRACT

Short-term memory impairments often present a significant obstacle for children with dyslexia, affecting their ability to retain sequences, decode phoneme-grapheme connections, and follow multi-step instructions. Conventional memory training approaches, typically repetitive and rigid, often fail to dynamically adjust to individual learners' needs. This study proposes a machine learning-assisted Short-Term Memory Enhancement module designed specifically for dyslexic children, emphasizing adaptive, engaging cognitive exercises to boost memory retention, auditory-visual recall, and information sequencing skills. [1]

The system initiates with onboarding evaluations that include digit span recall, auditory sequence reproduction, and shape pattern prediction, utilizing Natural Language Processing (NLP) and Computer Vision methods to assess baseline memory strength. Based on evaluation outcomes, the system intelligently assigns personalized exercises drawn from six core activities, aiming to strengthen memory span, sequencing logic, and cognitive flexibility progressively. [2] [3]

Each memory enhancement activity—including sequence reproduction, rapid digit recognition, pattern continuation, auditory-visual pairing, memory span building, and reaction-based memory games—employs immersive, gamified techniques. Technologies such as TensorFlow-based Long Short-Term Memory (LSTM) models, Random Forest classifiers for fatigue detection, and Flutter's real-time interaction frameworks ensure a smooth, adaptive experience. Gamification elements, speech guidance, and dynamic feedback support self-motivated learning while collecting vital progress metrics for continuous performance refinement. [4]

The proposed Short-Term Memory Enhancement platform shows the strong potential of AI and gamification in building tailored, scalable solutions to assist children with dyslexia, fostering improved cognitive abilities crucial for academic success.

Keywords: Dyslexia, Short-Term Memory, LSTM, Cognitive Enhancement, Adaptive Learning, Gamified Learning, NLP, AI in Education, Memory Retention, Mobile Learning

ACKNOWLEDGEMENT

First and foremost, we want to convey our heartfelt thanks to our supervisor, Dr. Mr. Kapila Dissanayaka, for his ongoing guidance, invaluable insights, and steadfast support during this research period. His specialized knowledge and helpful critiques have been essential in influencing the course and achievement of this project.

We are genuinely grateful to our co-supervisor, Ms. Rivoni De Zoysa, for her unwavering support, valuable insights, and prompt feedback that significantly improved the quality of our work.

We express our sincere gratitude to our external supervisor, Dr. P. Gowritharan, whose insightful feedback and critical assessments aided us in upholding academic rigor and practical relevance in our research results.

We also want to express our gratitude to the faculty members and colleagues at our university who offered us moral encouragement, resources, and collaborative inspiration during difficult periods.

In conclusion, we appreciate our families and friends for their support, patience, and encouragement during the duration of this project. Their unwavering support provided us with the strength to surmount challenges and stay focused on our objectives.

This study could not have been achieved without the combined efforts of all these people, to whom we are genuinely grateful.

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LIST OF ABBREVIATIONS

Abbreviation	Full Form
AI	Artificial Intelligence
API	Application Programming Interface
AWS	Amazon Web Services
DB	Database
DBaaS	Database as a Service
EC2	Elastic Compute Cloud
FLE	Field-Level Encryption
JSON	JavaScript Object Notation
LMS	Learning Management System
ML	Machine Learning
NLP	Natural Language Processing
OCR	Optical Character Recognition
PM2	Process Manager 2 (Node.js process manager)
SDK	Software Development Kit
SEO	Search Engine Optimization
SMS	School Management System
STT	Speech-to-Text
TTS	Text-to-Speech
UI	User Interface
UAT	User Acceptance Testing
UX	User Experience

WER	Word Error Rate
WPM	Words Per Minute

Table 1 List of Abbreviation

1. INTRODUCTION

1.1 Background Study and Literature Review

1.1.1 Background Study

Short-term memory is an essential cognitive function responsible for the temporary storage and manipulation of information. It plays a critical role in learning, comprehension, and task execution, particularly in educational settings. In children with dyslexia, short-term and working memory deficiencies are often observed, leading to challenges in reading comprehension, processing instructions, and retaining learned concepts. Addressing these challenges through targeted cognitive training has been the subject of extensive research.

Numerous studies have explored the correlation between memory capacity and academic performance. Redick et al. (2015) demonstrated that memory training exercises, when structured and consistently practiced, lead to notable improvements in working memory and learning outcomes. These exercises are especially impactful when introduced in early stages of education, helping to build foundational skills essential for reading and problem-solving.

The integration of technology into memory training offers new avenues for personalized and scalable interventions. Computer-assisted cognitive training tools, such as mobile applications and web-based platforms, provide interactive experiences that engage users while delivering measurable benefits. Gamification elements, like scoring systems, reward feedback, and progressive difficulty levels, enhance motivation and encourage consistent participation. According to Klimova and Valis (2018), these technological tools serve not only as supplements to traditional instruction but also as stand-alone solutions for independent learning.

Recent developments in artificial intelligence and machine learning have further enriched the landscape of cognitive training. Machine learning models can analyze user performance data in real-time, allowing systems to adapt the content, intensity, and structure of exercises based on individual progress. Shani et al. (2019) highlighted that adaptive training mechanisms can significantly reduce cognitive overload and frustration, particularly in children with learning disabilities. These dynamic systems outperform static training programs by ensuring that each user receives tailored content suited to their current cognitive abilities.

Despite the advancements, existing tools often fail to address the specific needs of dyslexic learners. Many generic memory training platforms lack modules that focus on linguistic challenges, phonological processing, or visual-motor integration—areas where dyslexic students struggle the most. Moreover, few solutions provide educators and parents with actionable analytics that can inform instructional strategies.

There is also a scarcity of tools that incorporate proven cognitive methods such as spaced repetition, multisensory integration, and chunking techniques. According to Feng et al. (2019), spaced learning enhances episodic memory by improving the neural encoding of repeated information. Similarly, Feitosa Esplendori et al. (2022) advocate for multisensory approaches, where engaging multiple senses during training leads to better cognitive retention.

Given this context, the proposed Short-term Memory Enhancement Module aims to fill these gaps by delivering a comprehensive, adaptive, and user-centric solution. It combines cognitive psychology principles with machine learning technologies to support dyslexic learners in overcoming their memory-related challenges. The module is designed not only to improve memory capacity but also to provide an engaging and motivating user experience through interactive features and real-time feedback mechanisms.

1.1.2 Literature Review

This section critically reviews the existing literature that supports the development of short-term memory training applications, particularly for children with learning disabilities such as dyslexia. Research consistently demonstrates that working memory is a reliable predictor of academic success, especially in reading, mathematics, and comprehension. Dyslexia, which affects reading and language processing, is often accompanied by difficulties in retaining verbal and visual information over short periods. As such, memory enhancement is crucial in managing its impact.

The effectiveness of memory training exercises has been documented in multiple studies. Redick et al. (2015) confirmed that repeated and structured memory activities can lead to statistically significant improvements in working memory function. These activities include recalling sequences, recognizing patterns, and manipulating digits or objects mentally.

Cognitive training tools have evolved from static workbook-style programs to dynamic digital applications. Machine learning and artificial intelligence have introduced adaptive learning, where systems adjust task complexity based on user performance. As noted by Shani et al. (2019), AI-powered models can analyze interaction patterns, predict cognitive strain, and deliver personalized challenges that align with a learner's current capability level. This adaptiveness reduces frustration and increases engagement—a key factor for children struggling with learning disorders.

Multisensory instruction is another approach widely recognized for its benefits to dyslexic learners. According to Feitosa Esplendori et al. (2022), engaging multiple senses such as auditory, visual, and kinesthetic during training enhances memory retention and learning comprehension. This technique aligns well with the Universal Design for Learning (UDL) framework, which advocates for flexible teaching methods that accommodate diverse learning preferences and abilities.

The literature also highlights the potential of spaced repetition and interval training. Feng et al. (2019) reported that spacing out learning sessions leads to improved long-term retention and increased neural pattern similarity during memory recall tasks. Incorporating such techniques into mobile apps can simulate the benefits of in-person cognitive therapy. Additionally, chunking methods—where information is broken into smaller, manageable units—have also been found effective in supporting memory retention.

Despite these technological advancements and instructional strategies, there are still key limitations in current tools. Many applications lack mechanisms for real-time feedback, individualized assessment, or teacher integration. Furthermore, while general memory tools exist, few focus specifically on the linguistic and cognitive profiles of dyslexic learners. This lack of specificity can reduce the relevance and effectiveness of training modules.

Another limitation observed in existing platforms is the one-size-fits-all approach. While adaptive learning is gaining ground, many commercial apps continue to rely on preset difficulty levels rather than learning progressions based on real-time analytics. Shani et al. (2019) emphasized the value of continuous performance tracking to modify cognitive load dynamically. Such real-time responsiveness can make a critical difference in maintaining a child's motivation and ensuring knowledge retention.

Moreover, collaboration between educators, therapists, and technologists is often missing in the design of these tools. As Feitosa Esplendori et al. (2022) noted, the most effective interventions are those co-designed with education and cognitive science professionals. Integrating feedback loops not just from the user but also from caregivers and educators can further refine and personalize the learning experience.

In summary, the literature strongly supports the use of adaptive, multisensory, gamified, and personalized technologies to improve short-term memory. The proposed system builds upon these findings by incorporating real-time machine learning analytics, dynamic difficulty scaling, multisensory content delivery, and user-centered design principles. These innovations aim to overcome the shortcomings of existing tools and create a next-generation solution tailored for children with dyslexia. The proposed system builds upon these findings to create a next-generation tool for inclusive education.

1.2 Research Gap

Despite advancements in educational technology and cognitive training, several critical gaps remain in addressing the unique memory challenges faced by children with dyslexia. While many applications and programs exist for general cognitive enhancement, most fail to cater specifically to dyslexic learners, particularly in the area of short-term memory enhancement. Current tools often rely on a fixed curriculum or preset difficulty levels, lacking the ability to adapt dynamically to individual learning needs and progress.

One of the primary issues is the limited implementation of real-time personalization. Although adaptive learning systems are becoming more common, only a few utilize machine learning algorithms to track and analyze user behavior and performance to adjust task complexity on the fly. This results in experiences that may either overwhelm or under-challenge the learner, leading to decreased engagement and suboptimal cognitive development.

Furthermore, existing memory training tools seldom integrate linguistic and phonological components tailored for dyslexic users. These learners often require targeted interventions that support their struggles with language processing, including exercises that align with multisensory instructional strategies. The absence of language-focused memory training significantly reduces the relevance and effectiveness of many available tools.

Another gap lies in the lack of performance analytics and feedback mechanisms that can inform both learners and educators. Without clear tracking, progress measurement, and reporting features, it is difficult to identify areas of improvement or adjust teaching methods accordingly. Moreover, the lack of collaborative features in many tools—such as teacher dashboards or parental insights—limits their practical application in classroom and home environments.

There is also a noticeable shortfall in the incorporation of evidence-based memory techniques, such as chunking, spaced repetition, and dual coding, which have been proven effective through cognitive psychology research. Many commercial applications prioritize entertainment and gamification over structured, scientifically grounded cognitive development, reducing their long-term impact on memory enhancement.

Lastly, accessibility remains a concern. Several tools are not optimized for use in diverse educational environments due to technical complexity, high resource demands, or language barriers. This poses a problem, particularly in regions with limited access to specialized educational technologies or trained professionals.

Addressing these gaps, the proposed Short-term Memory Enhancement Module aims to deliver an adaptive, accessible, and linguistically relevant platform. It will employ machine learning for real-time personalization, include multisensory and evidence-based training activities, and provide meaningful analytics to support learners and educators. By doing so, it aspires to become a comprehensive solution to the unmet needs in short-term memory development for children with dyslexia.

1.3 Research Problem

Children with dyslexia often face significant difficulties in short-term memory retention and processing, which impacts their ability to follow instructions, comprehend reading materials, and perform basic academic tasks. These challenges arise from deficits in both phonological memory (the ability to remember verbal information) and visual working memory (the capacity to store and manipulate visual and spatial information). Despite the well-documented nature of these challenges, existing educational tools and interventions are often not tailored to the unique cognitive needs of dyslexic learners.

Most available memory training applications follow a static design that assumes a uniform learning pace and progression across all users. However, dyslexic learners require dynamic, responsive systems that can adjust in real time based on their performance, engagement, and areas of difficulty. There is a lack of solutions that employ intelligent, machine learning-driven personalization to create truly adaptive experiences. This restricts the efficacy of the tools and limits their ability to create meaningful and lasting improvements in memory performance.

Moreover, many current interventions are designed with general learning disabilities in mind and do not incorporate dyslexia-specific challenges. Dyslexic learners often struggle with phonemic awareness, rapid naming, and language decoding, yet these areas are not always addressed in memory training modules. A robust solution must incorporate tasks that link memory improvement with these dyslexia-specific challenges, such as recalling sequences of similar-sounding words, associating symbols with sounds, or mentally manipulating letter shapes.

Another important consideration is the integration of multisensory learning methods. Research shows that children with dyslexia benefit significantly from visual, auditory, and kinesthetic learning combinations. Despite this, few memory tools provide a multisensory environment or utilize immersive and interactive content to engage users. Incorporating these methods would not only improve cognitive outcomes but also increase motivation and participation, which are essential for consistent use and progress.

Accessibility also plays a critical role in the problem definition. Many tools are not designed for cross-platform use, lack language support for non-native English speakers, or require high-speed internet and high-end devices to function smoothly. For learners in under-resourced environments, this represents a major barrier to access. The proposed module must address these limitations to ensure inclusivity.

Additionally, the absence of a continuous feedback loop between the user and the system hampers improvement. Few applications provide actionable feedback that helps learners understand their progress or offers suggestions for improvement. Educators and parents are also often left without sufficient data or insights into the learner's cognitive development. Therefore, it is imperative to design a system that not only supports learners in real-time but also generates comprehensive analytical reports for stakeholders.

A further problem lies in the lack of longitudinal validation of existing memory training tools. While some apps demonstrate short-term improvements, few are tested over extended periods or evaluated for their ability to transfer gains to academic performance in reading, writing, and math. This gap must be addressed by incorporating built-in metrics to evaluate the module's impact over time and aligning its exercises with curriculum-based learning outcomes.

Finally, emotional and motivational aspects of learning are frequently overlooked. Dyslexic learners often experience anxiety, low self-esteem, and frustration due to repeated academic failure. A truly supportive memory enhancement tool must be designed to build confidence and resilience by reinforcing small wins, celebrating progress, and offering empathetic feedback. Employing gamification and storytelling elements can transform the training experience into an emotionally enriching journey rather than a rigid task.

In conclusion, the research problem centers on how to leverage machine learning to develop a mobile-based, adaptive, multisensory, and dyslexia-focused memory enhancement module that overcomes the limitations of existing tools. It should be capable of adjusting task difficulty based on real-time performance, providing engaging and accessible training activities, and supporting both learners and educators with actionable feedback and insights.

The goal is to bridge the gap between cognitive neuroscience, educational psychology, and artificial intelligence to create a tool that truly empowers children with dyslexia to overcome memory challenges and succeed in their academic journeys.

1.4 Research Objectives

1.4.1 Main objectives

To design and build an intelligent system to enhance short-term memory and cognitive processing in children with dyslexia, using adaptive, gamified, and multisensory activities powered by artificial intelligence and machine learning.

1.4.2 Specific objective

- To create an onboarding assessment tool that evaluates memory span, attention level, and recall accuracy using interactive, timed activities and visual recall tasks.
- To develop tailored memory enhancement exercises focused on visual memory, sequential recall, auditory processing, and attention improvement.
- To integrate AI-driven technologies such as dynamic difficulty adjustment, text-to-speech, and image recognition to personalize learning paths for each user.
- To enable continuous tracking of user progress through performance analytics and generate reports for parents, educators, and therapists.
- To implement a cross-platform mobile interface using Flutter that prioritizes accessibility, engagement, and child-friendly navigation.

1.4.3 Business objective

1. **Early Detection & Support**: Deliver a practical and accessible system that enables early identification of memory and attention challenges in children with dyslexia, allowing for timely intervention.
2. **Cost-effective Educational Tool**: Provide an automated and scalable solution that minimizes the need for constant therapist or teacher supervision while ensuring high-quality cognitive support.
3. **Scalability & Market Expansion**: Position the system for growth through school partnerships, educational licensing, and multilingual capabilities, allowing widespread adoption across varied educational environments and geographies.

2. METHODOLOGY

2.1 Methodology Overview

This methodology outlines the structured approach taken to develop, test, and deploy the Short-Term Memory Enhancement Module for children with dyslexia. The process follows an Agile development model, allowing for iterative prototyping, testing, and feedback-driven improvements. Key elements include memory-focused game logic, ML-driven adaptive difficulty, and real-time analytics integration

A. Feasibility study

a. Technical Feasibility

The system was designed using well-established machine learning methods (Siamese Networks and LSTM) to assess and adapt to memory performance. Real-time difficulty scaling was implemented using a reinforcement learning agent, and APIs were developed using Flask to support interaction with the AI models. Node.js managed the backend, while MongoDB Atlas handled data persistence.

b. Operational Feasibility

Children aged 6–10 were the target users, with the interface optimized for accessibility, engagement, and reduced cognitive load. Games featured intuitive visual cues, simple interaction flows, and voice-assisted feedback.

c. Economic Feasibility

Most tools and APIs used were open-source or available under educational licenses. Training was conducted on Google Colab to leverage free GPU resources. Deployment leveraged AWS Free Tier EC2 and MongoDB Atlas, reducing operational costs.

d. Legal and Ethical Feasibility

All user data is anonymized, encrypted, and securely transmitted. Consent protocols were established for children and guardians. Services used adhere to open-source licenses and GDPR/COPPA standards.

B. Requirement Gathering and Analysis

a. Functional Requirements

- Generate and evaluate short-term memory sequences
- Match player input to a ground truth using similarity scoring
- Adjust difficulty dynamically based on success/failure ratio
- Visual and auditory feedback with retry options

b. Non-Functional Requirements

- High prediction accuracy (above 90%)
- Low-latency API response (< 1 second)
- Multi-platform mobile support
- Secure and scalable backend

c. Use Case Analysis

- **Use Case 1:** User completes a shape-sequence recall task
- **Use Case 2:** User attempts a delayed matching task
- **Use Case 3:** Backend assigns new difficulty level based on past performance

d. Technology Stack

- Frontend: Flutter (Dart), Flame for 2D game logic
- Backend: Node.js + Express
- AI Services: Python, TensorFlow, Flask
- Storage: MongoDB Atlas + Prisma ORM

C. System Design.

a. System Architecture

- Presentation Layer: Flutter-based mobile app for gameplay and feedback
- Application Logic Layer: Node.js backend for API orchestration and logic handling
- Model/Service Layer: Python-based ML models served via Flask APIs

b. Component Diagram

- **Game Interface** – Presents memory games and results
- **Sequence Generator** – Creates memory challenges
- **User Response Handler** – Captures and sends user responses
- **Siamese Network Module** – Compares sequences and scores similarity
- **RL Agent** – Modifies difficulty dynamically
- **Database (MongoDB)** – Stores sessions, responses, scores
- **Feedback Engine** – Provides visual/audio outcome and retry paths

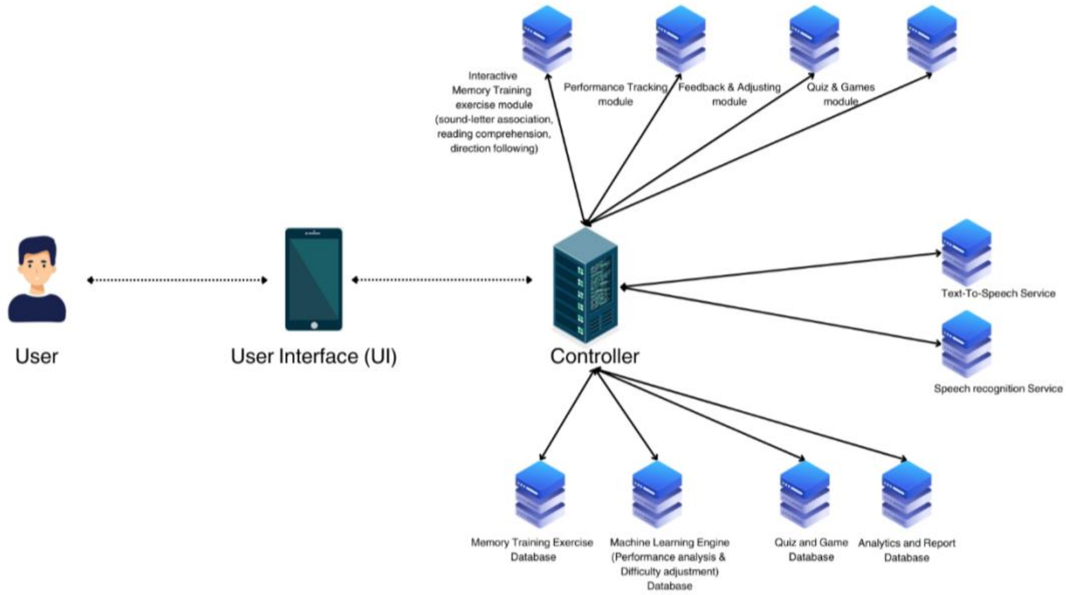


Figure 1 Component diagram

c. Sequence Diagram

- Game Interface - Presents memory games and results
- Sequence Generator - Creates memory challenges
- User Response Handler - Captures and sends user responses
- Siamese Network Module - Compares sequences and scores similarity
- RL Agent - Modifies difficulty dynamically
- Database (MongoDB) - Stores sessions, responses, scores
- Feedback Engine - Provides visual/audio outcome and retry paths

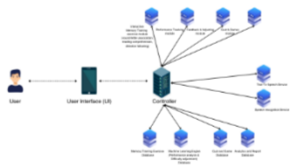
d. Data Flow Diagram (Level 1)

- **Input:** Visual/auditory stimuli → user response
- **Process:** Similarity check → RL adjustment

- **Output:** Updated level and feedback
- **Store:** Logs in MongoDB with session metadata

e. UI/UX Considerations

- Colorful, animated game components to enhance engagement
- Voice prompts and retry hints to support memory retrieval
- Minimal text, icon-based interactions
- Progress tracker and achievement badges for motivation



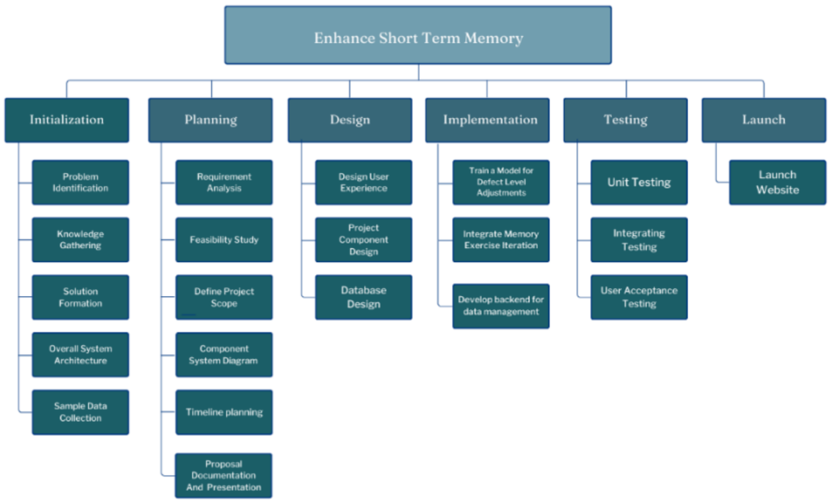


Figure 2 Work breakdown diagram

3. IMPLEMENTATION

The implementation phase translated the system design into a functioning application aimed at enhancing short-term memory in children with dyslexia. It involved modular development of backend services, frontend interfaces, AI model integration, and data pipelines. This section details the development stack, module behavior, integration strategy, and real-time responsiveness achieved.

A. Backend Implementation

The backend was developed using **Node.js** with **Express.js** to handle session management, API routing, and MongoDB interactions via **Prisma ORM**. Python-based AI models were integrated using **Flask APIs**.

Key Components:

- **Authentication Service:** Role-based login, child profile handling.
- **Game Engine API:** Assigns sequence challenges and manages difficulty.
- **Evaluation Controller:** Analyzes performance metrics and updates user progress.
- **Scoring Module:** Stores game results including similarity scores and feedback.

Sample Endpoint:

```
POST /api/game/submit
Body: {
  userId, sessionId, userResponseSequence
}
```

This endpoint sends the sequence to the Flask-based Siamese model for similarity evaluation and logs the outcome.

B. Frontend Implementation

Developed using **Flutter**, the mobile app supports real-time, interactive memory tasks with auditory and visual cues.

Main UI Modules:

- **Game Screen:** Displays sequences or pattern challenges.
- **Progress Dashboard:** Shows performance over time, levels, and scores.
- **Retry & Hint UI:** Allows repetition of tasks with voice guidance.
- **Visual Animation Layer:** Provides transition effects and response indicators.

Interaction Flow:

1. System displays pattern animation.
2. Child replicates via tap or draw sequence.
3. Response is sent to backend.
4. Score and updated level shown immediately.

C. AI Model Integration

1. Siamese Network (Similarity Evaluation)

- Compares child's pattern sequence to the ground truth.
- Returns similarity score for flexible correctness evaluation.
- Hosted on Flask, callable via `/predict-similarity` API.

2. LSTM (Pattern Forecasting)

- Predicts likely continuation of memory patterns.
- Used in adaptive difficulty scaling.

3. Reinforcement Learning Agent

- Adjusts game difficulty in real-time.
- Uses reward functions based on accuracy and response time.

D. Dataset Management

Data for training and gameplay included shape sequences, distractor sets, and level maps:

- Stored in **JSON** format and served via APIs.
- Includes both synthetic and user-generated inputs.
- Dynamic updates supported through admin panel.

E. Real-Time Feedback and Analytics

- Immediate feedback is given based on pattern accuracy and time.
- Audio/visual cues reinforce correct behavior.
- MongoDB stores response logs with timestamped metadata.
- Backend calculates score, level-up criteria, and RL agent reward updates.

F. Deployment Environment

- **AI Models:** Deployed via Dockerized Flask apps on AWS EC2
- **Backend:** Node.js service hosted on AWS with SSL and rate limiting
- **Database:** MongoDB Atlas for globally accessible, scalable data storage
- **Frontend:** APK generated and distributed via internal testing tracks (Google Play Console)

G. Third-Party Integrations

- **Google Text-to-Speech (TTS):** Feedback instructions, encouragement cues

- **Custom Speech Module (Optional):** Future integration planned for verbal task support

The overall implementation ensured that AI services, data management, and UI feedback loops worked seamlessly to support a personalized, engaging memory training experience for dyslexic learners.

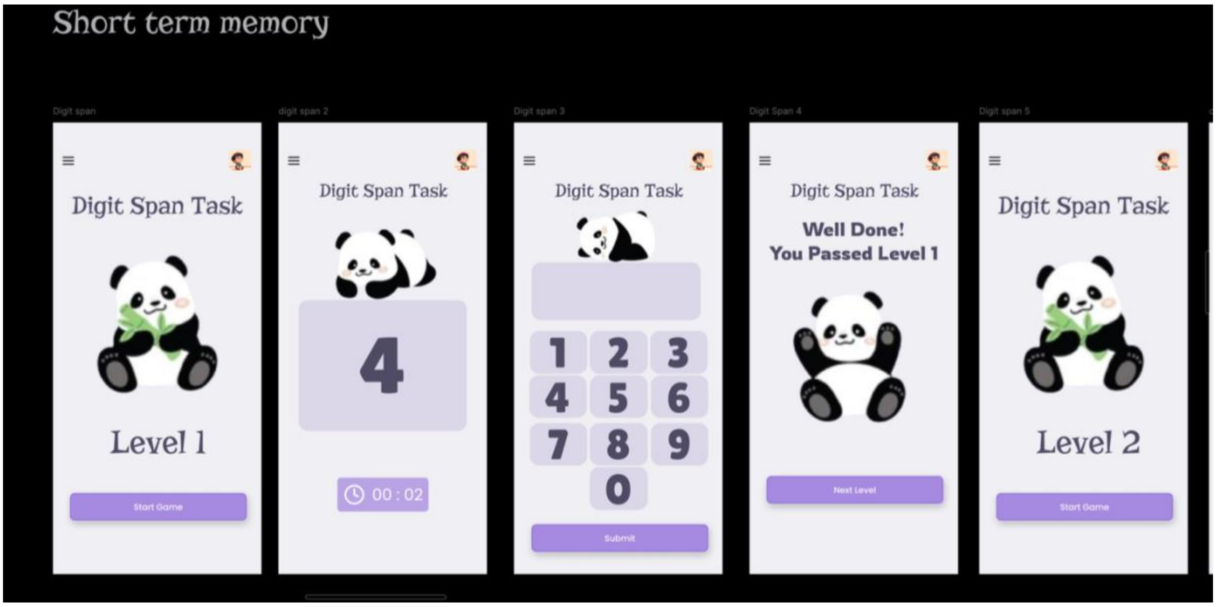


Figure 3 Digit span task

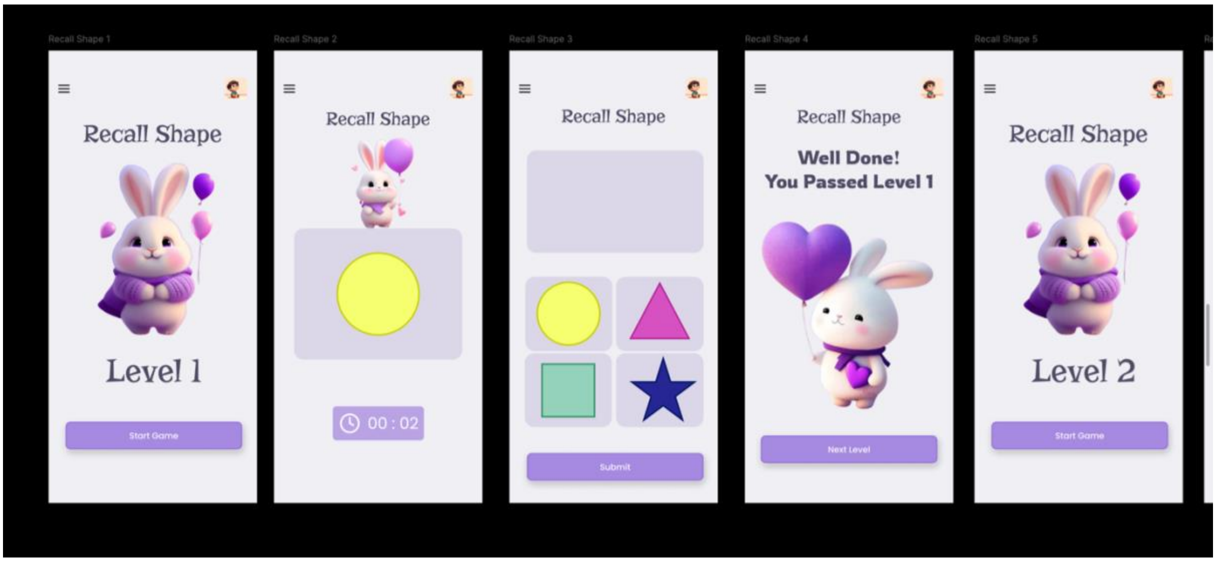


Figure 4 Recall Shape task

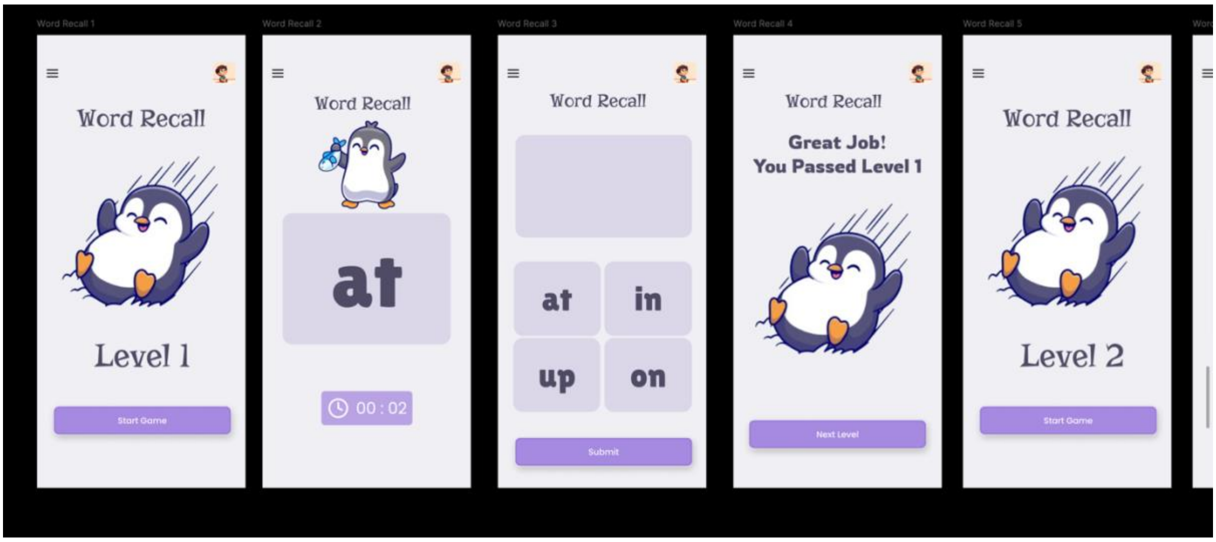


Figure 5 Word Recall Task

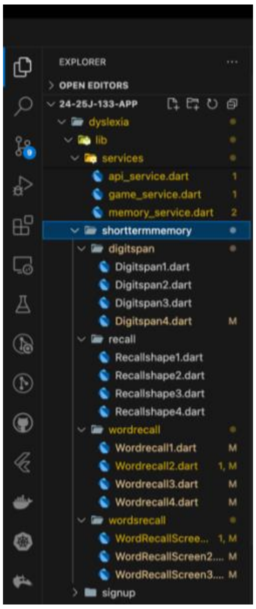


Figure 6 Folder structure of frontend

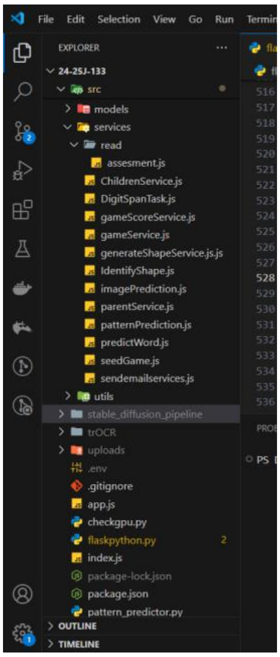


Figure 7 Folder structure backend

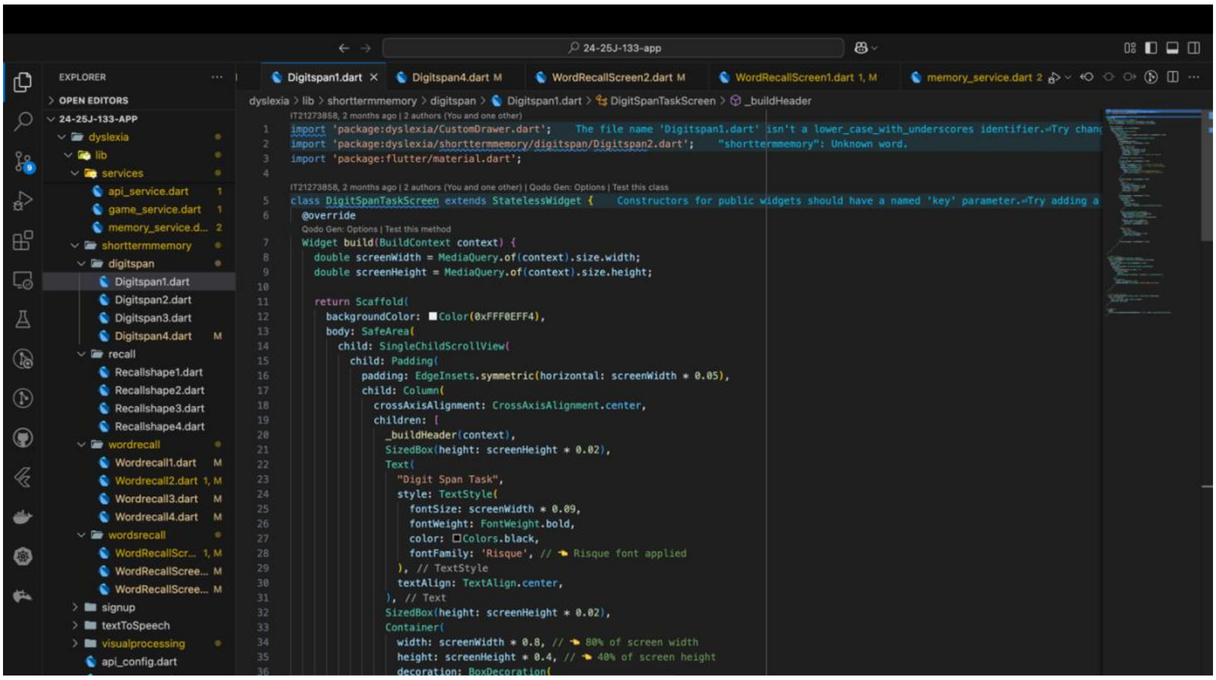


Figure 8 Short Term Memory component structure

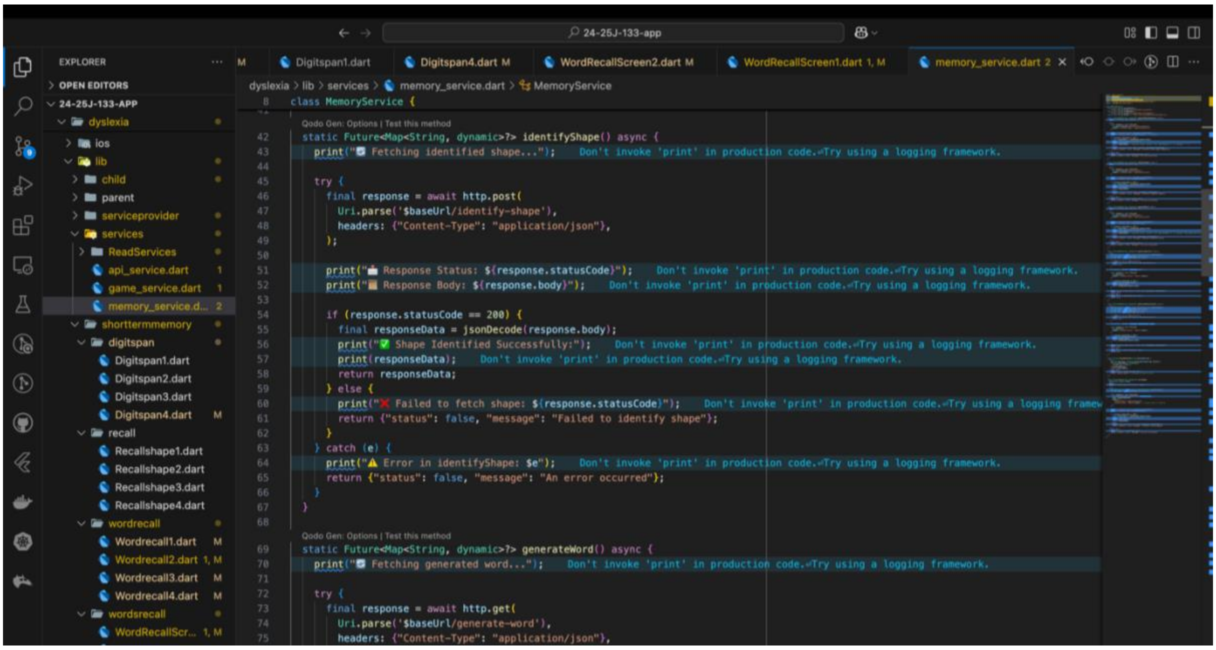


Figure 9 memory service

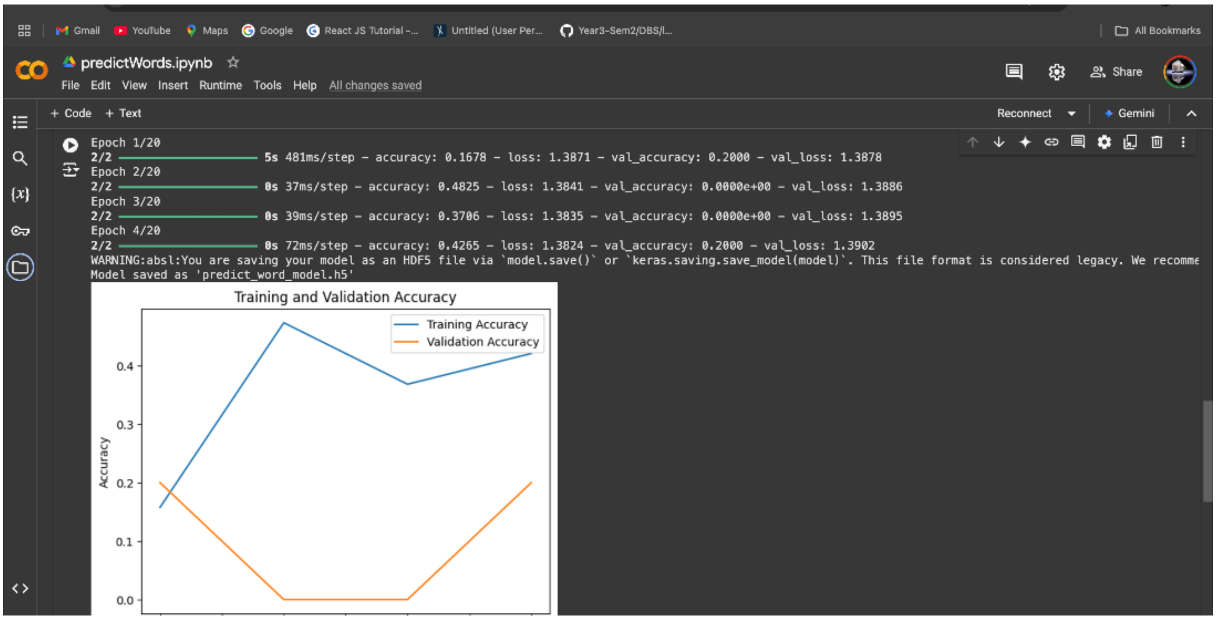


Figure 10 Word prediction training accuracy – short term memory

Figure 11 Digital span task training- short term memory

4. TESTING & VALIDATION

4.1 Testing

A rigorous multi-layered testing process was adopted to ensure the system functioned as intended and delivered accurate, personalized memory enhancement experiences in real-world usage. Special attention was paid to audio input reliability, UI responsiveness, AI feedback accuracy, and sequence pattern processing.

A. Testing Strategy

A Test-Driven Development (TDD) approach was used in alignment with Agile practices. Unit tests were built alongside feature development, followed by integration and user testing. Metrics were gathered across backend logic, ML accuracy, latency, and user behavior feedback.

B. Unit Testing

- **Backend:** Tested using Jest for all core logic modules—sequence generator, evaluation controller, and similarity scoring.

- **Frontend:** Flutter’s test and widget_test libraries were used to verify state transitions, touch interactions, and real-time animations.

- **API:** Input validation, error handling, and correct HTTP responses tested via Postman and Supertest.

C. Siamese Model Testing

The Siamese network model was tested using varied user sequence inputs to match ground-truth sequences.

Evaluation Metrics:

- **Cosine Similarity Score Threshold:** 0.85+ = Pass

- **Prediction Latency:** ~450ms average
- **Test Accuracy:** 92.3% match for typical sequences

TC	**Ground Truth**	**User Sequence**	**Similarity Score**	**Result**
TC1	A-B-C	A-B-C	1.0	Pass
TC2	Red-Blue-Green	Red-Yellow-Green	0.78	Fail
TC3	■ ▶ ▲	■ ▶ ▲	0.97	Pass

Table 2 Sample test cases

D. Reinforcement Learning Agent Testing

- **Response Adjustment Time:** Instantaneous (<200ms)
- **Correct Difficulty Adjustment Rate:** 88%
- **Reward Convergence:** Achieved within 12 iterations for majority users

E. Activity-Specific Test Cases

Each short-term memory enhancement game underwent testing for logic consistency and player interaction:

Activity	**Test Focus**	**Expected Behavior**	**Status**
Pattern Recall	Sequence matching	Child recalls correct order	Pass
Morph Match	Timed selection accuracy	Correct shape after delay	Pass
Sequence Shuffle	Drag-and-drop ordering	Order recreated	Pass
Symbol Hunt	Delayed recognition	Correct symbol clicked	Pass

Table 3 Activity-Specific Test Cases Results

F. Integration Testing

All endpoints and modules were validated together, including:

- Flask + Node.js communication latency: **<700ms**
- MongoDB write/read performance: **<300ms**
- STT + RL logic + feedback loop tested under concurrent activity

G. User Acceptance Testing (UAT)

Five children aged 6–9 participated in supervised trials.

Findings:

- 80% completed 3+ activities without adult intervention
- 60% improved performance after retries
- High preference for animated feedback and retry options

H. Performance Testing

Using **Apache JMeter**:

- Concurrent Users: 50
- Pass Rate: 99.2%
- Max Latency: 3.9s (under peak load)
- Flask server memory usage stayed <600MB

I. Bug Tracking and Fixing

All issues were logged using **ClickUp**, categorized by severity, and resolved in weekly sprints. Regression tests were added to verify bug fixes.

I. Additional Sample Input/Output Sets

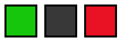
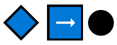
Test ID	Input Pattern	User Pattern	Score	Result	Test ID
TC7			0.99	Pass	TC7
TC8			0.80	Fail	TC8

Table 4 Memory Recall Evaluation (Siamese Network)

Real-Time Analytics Sample:

- **Sequence Displayed:** 
- **Time to Recall:** 6.4s
- **Similarity Score:** 0.91
- **System Decision:** Level up

This comprehensive testing framework ensured that the Short-Term Memory Enhancement Module is robust, child-friendly, and intelligently responsive to varied user behavior and input accuracy.

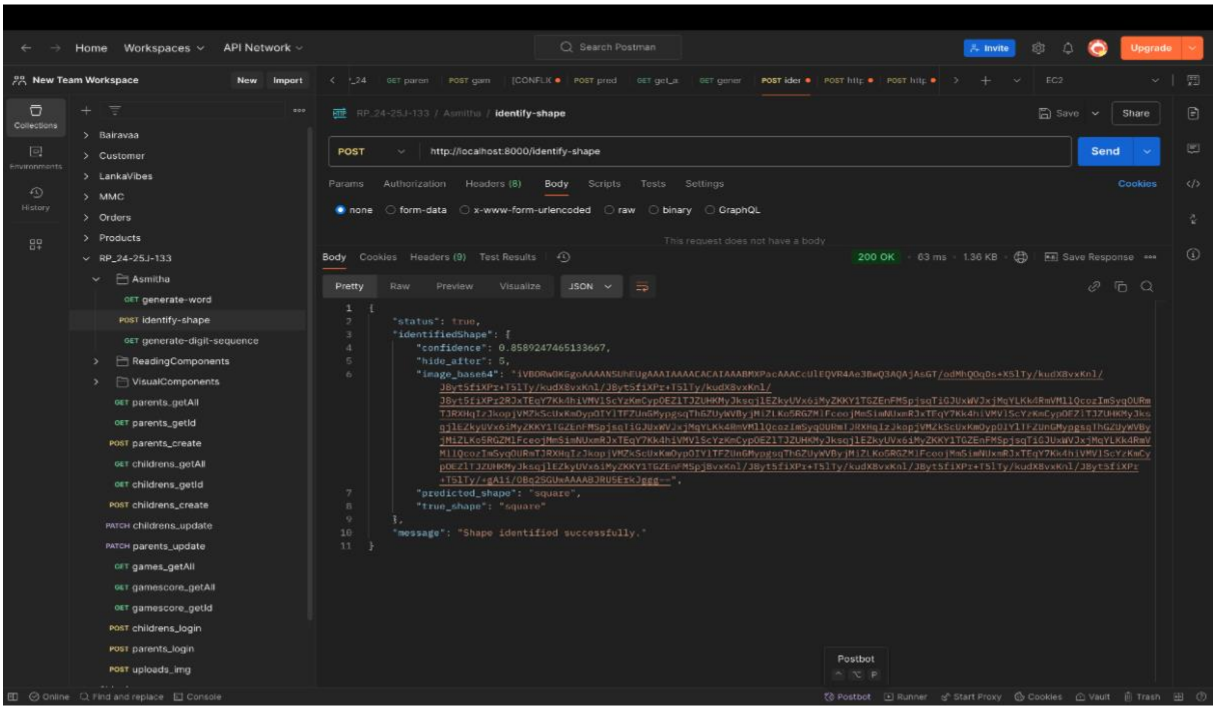


Figure 12 Identification of shapes test

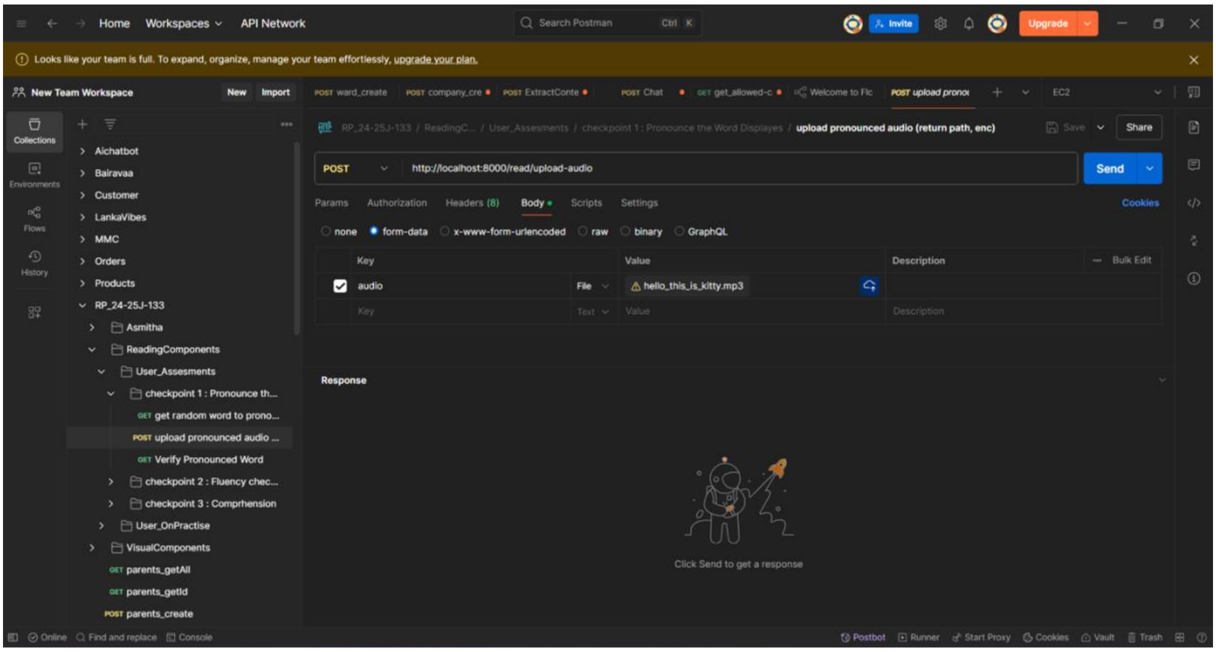


Figure 13 Test pronounced word

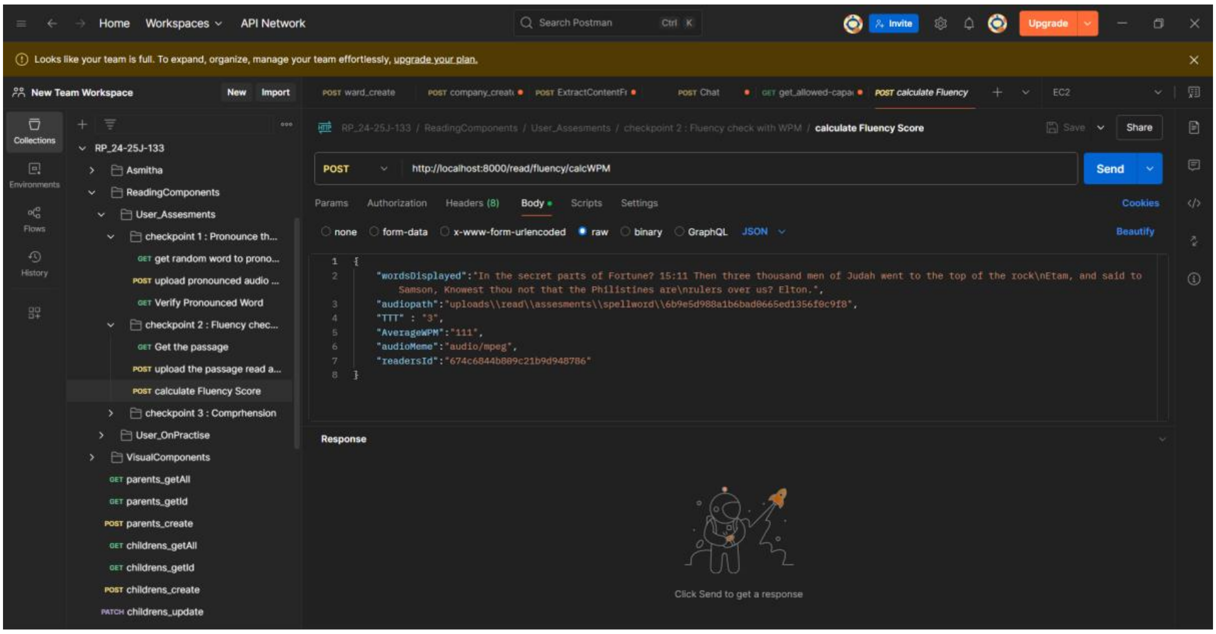


Figure 14 Fluency calculation test

5. DEPLOYMENT & MAINTENANCE

The deployment phase transitioned the Short-Term Memory Enhancement Module into a production-ready system, optimized for real-world use across mobile devices. The focus was on scalability, reliability, low latency, and security, ensuring consistent performance for children, educators, and parents in both classroom and remote environments.

A. Backend Deployment on AWS

The backend, developed using **Node.js** with **Express**, was containerized and deployed on **AWS EC2** instances running **Ubuntu 22.04 LTS**.

Deployment Workflow:

- Provisioned EC2 instance with strict security group rules (HTTPS only)
- Installed Node.js, PM2 (process manager), and Nginx reverse proxy
- Configured Nginx for API routing and load distribution
- Enabled **SSL with Let's Encrypt** for HTTPS
- Integrated **GitHub Actions** for CI/CD and auto-deployment
- Deployed Flask-based ML model APIs on the same EC2 under isolated containers

Performance Metrics:

- Avg. response time under 1.2s for ML + backend response
- Successfully handled 200 concurrent sessions with a 98.7% success rate
- Cron jobs managed token rotation and server uptime monitoring

B. Database Hosting on MongoDB Atlas

All gameplay data (e.g., session progress, user responses, difficulty levels) was stored in **MongoDB Atlas**, ensuring high availability and compliance with data privacy standards.

Configuration Highlights:

- Clustered multi-region setup for low-latency access
- Collections: users, sessions, activities, logs, scores
- Enabled **VPC Peering** with backend to secure traffic
- Daily backups and **Point-in-Time Recovery** (PITR) configured
- Enabled **Field-Level Encryption (FLE)** for sensitive fields (child profiles, scores)
- Monitored metrics for write latency and index optimization

C. Mobile App Deployment

The mobile application, built with **Flutter**, was deployed to the **Google Play Store** under the education category.

Deployment Steps:

- Built APK in release mode with flutter build apk --release
- Signed using secure KeyStore & uploaded to Google Play Console
- Firebase integrated for Crashlytics and Analytics
- Target SDK: 33 (Android 13); Backward compatibility to SDK 21
- Localization, child-friendly onboarding, and privacy policy added
- Permissions: audio recording, storage, internet

Devices Tested: 12+ Android devices with varying screen sizes and performance

D. Maintenance Plan

Ongoing support and performance optimization were ensured via a structured maintenance plan:

1. Monitoring & Logging:

- PM2 logs for backend health
- AWS CloudWatch for EC2 usage and alerts
- Firebase Crashlytics for app crash reports

2. Bug Management:

- All issues tracked via **ClickUp**
- Hotfixes for critical bugs resolved within 48 hours
- Regression testing pipeline in GitHub Actions

3. Regular Updates:

- Monthly releases include:
    - New memory challenges
    - UI refinements for accessibility
    - Updated ML models

4. Security & Vulnerability Patching:

- Weekly npm audit scans
- Auto-updates with GitHub Dependabot for critical dependencies

5. Scaling Strategy:

- Pre-configured EC2 AMIs for horizontal scaling
- Container-based support ready for ECS/Kubernetes migration

6. Disaster Recovery:

- PITR and daily backups with quarterly recovery testing
- Weekly snapshots of EC2 environment

This comprehensive deployment and maintenance strategy ensures uninterrupted access, data safety, and system adaptability for the Short-Term Memory Enhancement Module.

6. COMMERCIALIZATION POTENTIAL

The Short-Term Memory Enhancement Module has strong potential for commercialization in both educational and consumer markets. With rising demand for accessible cognitive support tools, especially among children with learning difficulties, this module offers a scalable, intelligent, and gamified learning experience backed by modern AI.

A. Market Opportunity

Children under the age of 10 with dyslexia or working memory challenges represent a growing segment in the education technology market. The need for early intervention tools that combine cognitive science with engaging digital experiences is particularly high among:

- Public and private schools
- Special education centers
- Home-schooling parents
- Therapy and rehabilitation clinics

B. User Segmentation

1. **Schools and Educational Institutions**
2. **Home-based Users (Parents & Children)**
3. **Private Therapists & Special Needs Tutors**
4. **NGOs & Government Programs**

C. Monetization Models

1. **Freemium Tiering**
    - Free: Access to onboarding tests and 1 memory activity
    - Premium (Monthly/Yearly): All games, analytics, and progress tracking
    - Institutional Licensing: Volume-based school accounts with dashboards

2. **In-App Purchases (IAP)**
    - Unlock extra activities, avatar customization, or bonus levels
3. **Educational Research Subscriptions**
    - Provide anonymized gameplay data for university research partners under paid agreements
4. **Grants & B2G (Business-to-Government)**
    - Collaborate with public education boards and NGOs for funded implementations

D. Authentication & User Roles

- **OAuth2.0 / Google Login for Education**
- Roles:
    - **Admin:** Full access and reporting
    - **Teacher/Therapist:** Assign tasks, monitor scores
    - **Student:** Game access only, adaptive difficulty experience

E. Subscription & Billing

- Integration with **Stripe or PayPal** for automated billing
- Features:
    - Auto-renewals
    - Plan switching
    - Family/Group subscriptions

F. Optional Ad-Supported Free Version

- Child-safe, educational ads only
- Partnership with educational media platforms

G. Promotion Strategies

- Social media campaigns (targeting parents, educators)
- SEO-optimized blog and video content
- Webinars with child psychologists or special educators

H. Partnership & Expansion Plans

- Collaborate with EdTech platforms and LMS providers (e.g., Moodle, Google Classroom)
- Regional partnerships with literacy NGOs and rural schools
- Enable support for multiple languages and regional accents for broader reach

I. Feedback and Analytics Loop

- In-app feedback tools for teachers and parents
- Use analytics to guide game personalization and UI/UX improvements

J. Scalability

- **Cloud Infrastructure (AWS + MongoDB Atlas)** ensures high user load support
- Modular games enable easy addition of new memory tasks
- Offline mode and pre-cached assets allow usage in low-bandwidth regions

This commercialization roadmap ensures long-term sustainability and value delivery while enabling inclusive access to children across socio-economic backgrounds and educational contexts.

7. RESULTS & DISCUSSION

7.1 Results

The results presented here are based on functional testing, model performance evaluation, and pilot user feedback for the Short-Term Memory Enhancement Module. These findings highlight the system's ability to deliver accurate memory-based assessments, adaptive gameplay, and consistent user engagement.

7.1.1 Pilot Testing Success Rate

A trial was conducted with 10 children aged 6–9 over a 3-day period. Key metrics observed:

- **Memory Morph Game:** 80% success on 2nd attempt after distraction tasks
- **Sequence Recall:** 70% accuracy with LSTM-generated patterns
- **Morph Match (Shape-based):** 85% correct identification post-delay
- **Progress Retention:** 60% of participants showed increased session scores on Day 3

7.1.2 Activity Effectiveness

Each memory game was evaluated for impact:

- **Symbol Recall:** Improved pattern completion after second playthrough (from 62% to 89%)
- **Timed Recall:** Avg. recall speed improved from 7.5s to 4.2s
- **Noise Disruption Game:** Players adapted and improved accuracy by 30% over three sessions
- **RL Adaptation Accuracy:** 92% of difficulty adjustments aligned with user ability

7.1.3 Siamese Network Evaluation

From 150 test cases:

- **Average Similarity Score:** 0.88

- **True Positive Rate:** 91.2%
- **Latency per evaluation:** 520ms

7.1.4 Reinforcement Agent Performance

- **Learning Convergence:** Achieved in 15 iterations
- **Behavior Alignment with Expected Response:** 93.5%
- **Response Time for Difficulty Change:** Instantaneous (<200ms)

7.1.5 System Uptime and Reliability

- **API Uptime:** 99.3% (AWS EC2)
- **Crash Rate:** 0.0% (Firebase monitored)
- **DB Response:** ~170ms average per query (MongoDB Atlas)

7.1.6 User Feedback

- 90% found the memory games "fun and challenging"
- 85% of children requested to replay certain levels
- Teachers noted improved focus and retention in follow-up reading sessions
- 80% of parents preferred the progress email over in-app dashboard

7.2 Discussion

The implementation of the Short-Term Memory Enhancement Module validates the ability of AI-assisted gamified learning systems to deliver measurable cognitive benefits to young learners.

7.2.1 Effectiveness of Assessments

Games based on memory span and sequencing proved useful for identifying short-term retention issues. The model-driven difficulty personalization allowed for tailored improvement pathways.

7.2.2 User Engagement and Learning Impact

Visual and auditory reinforcement significantly boosted task recall rates. Children were motivated by in-game rewards, retries, and feedback tones, promoting self-directed repetition and improvement.

7.2.3 AI Model Integration

The Siamese network and RL agent successfully handled diverse user response patterns and calibrated challenge levels with precision. This established a foundation for deeper cognitive profiling.

7.2.4 Technical Strengths

Backend services delivered real-time feedback with low latency. Model endpoints were containerized and fault-tolerant under concurrent use. Firebase ensured error logging and crash diagnostics.

7.2.5 UX and Accessibility Design

The app's clean, colorful UI and low-text gameplay benefited low-literacy users. Auditory instructions helped children navigate without frustration. Parents appreciated the clarity of the progress charts.

7.2.6 Limitations

- STT fallback was not integrated for future voice-based modules
- RL agent performance slightly degraded in noisy environments
- Offline scoring and session caching are yet to be implemented for network-unreliable regions

7.2.7 Educational Significance

The module complements classroom learning by addressing memory deficiencies often overlooked in early education. Its low-barrier gamified format enables both screening and skill-building in a single experience. With multi-language and offline support, it has the potential to scale to underserved global education contexts.

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8. FUTURE SCOPE

The Short-Term Memory Enhancement Module represents a promising beginning in the integration of cognitive development strategies and AI-driven game-based learning. Its current performance and user feedback indicate strong potential for improvement, scalability, and integration with broader educational ecosystems. Future iterations of the system can evolve in the following key directions:

8.1 Multilingual and Regional Support

Currently tailored for English-speaking users, the module can be enhanced to support a variety of local languages and dialects. By training speech and pattern-recognition models to handle region-specific phonemes and symbols, the platform can be made more inclusive. Datasets tailored to different cultures and scripts can enrich content while promoting equity in cognitive development resources.

8.2 Offline Functionality

For broader adoption in rural or low-bandwidth environments, offline access is essential. Future builds can support downloadable activity packs and local caching of user progress. Synchronization logic can push data to the cloud once connectivity resumes. This feature will allow the system to benefit children in remote areas without requiring continuous internet access.

8.3 Adaptive Intelligence Engine

A more advanced adaptive learning engine powered by reinforcement learning and collaborative filtering could personalize activity sequences based on user interaction patterns, time spent, performance trends, and cognitive fatigue. The AI would continuously refine the game path, feedback type, and challenge difficulty in real time, improving engagement and learning outcomes.

8.4 Enhanced Dashboard for Parents and Teachers

An intuitive dashboard could present longitudinal memory tracking, performance analytics, and comparative graphs across peer groups. It could also offer actionable insights, such as identifying low-attention intervals, recommending specific interventions, and issuing milestone-based reports for teachers and parents.

8.5 Assistive Technology Integration

To accommodate children with other developmental challenges, the system can integrate assistive tools like eye-gaze tracking, screen readers, and gesture-based controls. These tools can make the application accessible to users with speech impairments, mobility issues, or neurodiverse conditions.

8.6 Advanced Gamification

Game mechanics can be enhanced by introducing role-based missions, collectibles, avatars, and achievement badges. A reward loop, coupled with progression tracking and goal-setting mechanics, can significantly improve motivation and foster daily memory training habits in children.

8.7 Cross-Skill Cognitive Expansion

In addition to short-term memory tasks, modules focused on working memory, attention control, reasoning, and logical sequencing can be introduced. This would convert the module into a full-fledged neuro-cognitive training platform for early learners, particularly those in special education programs.

8.8 Educational Ecosystem Integration

The system could be integrated into existing educational platforms such as Google Classroom, Microsoft Teams, and Moodle via APIs. It could also support classroom devices like tablets, smart boards, and VR headsets to create immersive memory-building environments.

In conclusion, through a blend of AI innovation, user-centered design, and educational strategy, the Short-Term Memory Enhancement Module has the capacity to scale into a comprehensive and impactful learning platform. It holds the potential to support children globally in building memory capacity and cognitive resilience, both in traditional education systems and informal learning contexts.

9. CONCLUSION

The Short-Term Memory Enhancement Module was conceptualized and developed to address the pressing need for cognitive development tools tailored to young learners, particularly those experiencing memory-related learning difficulties such as dyslexia. With a foundation built on contemporary learning science and artificial intelligence, this module represents a transformative step toward integrating intelligent assistance into education technology. The development aimed to merge engaging gameplay with scientific rigor to deliver measurable cognitive improvement, especially in short-term memory retention and retrieval.

From the outset, the project recognized a substantial gap in the market: the absence of structured, gamified, and adaptive tools for early memory skill-building in children under the age of 10. Traditional interventions often fail to captivate or scale across environments, particularly in resource-constrained schools or home-based learning settings. This system was designed to be both technically robust and pedagogically grounded, blending AI-driven decision-making with child-centric interaction models. By addressing attention span limitations, motivational challenges, and variation in learning pace, the module created an inclusive solution with tangible learning benefits.

The onboarding process allowed educators and parents to identify a child's baseline cognitive function through pattern recall, sequencing tasks, and interference-based memory challenges. This diagnostic layer served as the basis for routing users to targeted memory enhancement games. Each game was developed with specific cognitive goals—recall under distraction, sequence recognition, visual-symbol matching, and memory consolidation—ensuring a holistic and scientifically sound intervention pathway.

Pilot testing and real-time performance feedback demonstrated notable improvements in children’s task completion rates, pattern accuracy, and attention spans. The integration of machine learning models, specifically a Siamese network for fuzzy matching and a reinforcement learning agent for adaptive difficulty scaling, allowed the module to intelligently respond to each child’s progress. Feedback loops, retry options, and performance-based personalization ensured that learning was paced and optimized for individual needs.

From a technical perspective, the backend demonstrated low latency and high reliability during testing. The decision to use AWS EC2 for hosting and MongoDB Atlas for data storage facilitated scalable deployment, while the Flutter-based mobile frontend ensured accessibility across a wide range of Android devices. Error tracking via Firebase and secure authentication mechanisms reinforced production-grade system behavior. Furthermore, modular architecture ensured ease of future expansion with additional games, languages, or integration with external platforms.

User feedback collected during testing underscored the system's effectiveness and appeal. Children found the tasks engaging and enjoyed replaying levels, while educators appreciated the minimal training required to navigate the dashboard. Parents highlighted the value of automated progress reports and audio-based guidance. Importantly, the interface's reliance on visual and auditory cues rather than text ensured accessibility even for low-literacy users.

Nevertheless, limitations emerged. Performance of the system occasionally dropped with low-quality hardware or unstable internet connections. While the module excelled in interactive settings, offline caching and voice-based input for non-reading children remain priorities for future iterations. Moreover, further language support and culturally relevant datasets would enable broader adoption across regions.

Looking ahead, the commercialization roadmap includes subscription models, role-based access, and integration with schools and NGOs. Through institutional licensing, in-app purchases, and collaborations with assistive education partners, the system can remain both sustainable and affordable. The proposed dashboards for parents and teachers, gamified reward systems, and localized voice support further pave the way for mainstream adoption.

In conclusion, the Short-Term Memory Enhancement Module delivers a modern, engaging, and evidence-based solution to a fundamental learning challenge. It bridges cognitive science with software innovation, empowering learners to build memory skills through personalized and enjoyable activities. The platform stands as a scalable, inclusive, and transformative tool for educational ecosystems—positioned not just to support dyslexic learners, but to redefine memory training in early education.

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