Hello, I'm Bo-kyung, the team leader of Tight Pattern. The game we have developed is a Functional Digital Therapy for Early Treatment of Dyslexia in Early School Age.

My team consists of 4 developers.

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Can you immediately notice the differences in the letters in the upper right? Each of these words is mispelled. People with dyslexia find it difficult to accurately identify mispelled words. Dyslexia is a common learning disability that affects reading and writing by making it hard to recognize letters and words. It involves difficulties in recognition, listening and speaking skills, writing skills, and can affect overall intelligence. Dyslexia affects many people, especially 10% of school-aged children.

According to statistics from the Korean Education Office, the number of Dyslexia cases among student has increased nine-fold over the past four years.

Early treatment of dyslexia is important because it can have a serious impact on the future potential of people suffering from dyslexia. For example, it can influence interpersonal relationships, work life, and lead to emotional and psychological issues such as low self-esteem.

To address this issue, our team has developed a fun game to help treat dyslexia. Therapy should feel like playing for users to be effective. So we designed our game with cute UI to engage children, encouraging frequent use. Based on research, it targets Dyslexia treatment in a fun and effective way. Let's take a closer look at our game.