# Question and Answer Pairs

**Q1: What is the primary objective of the game developed by Bo-kyung's team?**

A: The primary objective of the game is to provide a functional digital therapy for the early treatment of dyslexia in school-aged children.

**Q2: How many developers are in Bo-kyung's team?**

A: Bo-kyung's team consists of four developers.

**Q3: What percentage of school-aged children does dyslexia affect according to the document?**

A: According to the document, dyslexia affects approximately 10% of school-aged children.

**Q4: What can be the impact of dyslexia if not treated early?**

A: If not treated early, dyslexia can have a serious impact on an individual's future potential, influencing interpersonal relationships, work life, and leading to emotional and psychological issues such as low self-esteem.

**Q5: How has the number of dyslexia cases among students in Korea changed over the past four years?**

A: Over the past four years, the number of dyslexia cases among students in Korea has increased nine-fold.

**Q6: How was the game designed to engage children?**

A: The game was designed with a cute user interface to engage children and encourage frequent use.

**Q7: What skills does dyslexia affect?**

A: Dyslexia affects recognition, listening and speaking skills, writing skills, and can also impact overall intelligence.