

## **LexiLand – A Dyslexia-Friendly Learning App**

LexiLand is an educational app designed to help children with dyslexia, aged 5-12, learn to read through visual storytelling, phonics-based games, and voice-assisted interaction. The goal was to create a welcoming, interactive experience that empowers neurodiverse learners to build reading confidence at their own pace.

### **Problem Statement:**

Many early education apps are not accessible to dyslexic learners due to text-heavy interfaces, poor font choice, and lack of voice or image reinforcement. LexiLand aims to solve this by making reading more inclusive, fun, and interactive through a carefully crafted UI/UX design.

### **Target Users & Personas:**

1. Children aged 5-12 with dyslexia
2. Kids who like aesthetic look
3. could be used by adults too

### **Goals:**

- Easy navigation with minimal cognitive load
- Voice-guided instructions for non-readers
- Gamified learning experience to sustain engagement
- Progress tracking visible to both child and parent

### **Challenges:**

- Designing content that balances accessibility and visual appeal
- Creating flows that support both independent and guided learning
- Ensuring fonts and visuals suit dyslexic users without clutter

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### Accessibility & Visual Considerations:

- Font: Lexend – dyslexia-friendly, improved readability
- Navigation: Icon + text buttons, minimal steps
- Text-to-Speech: Tappable speaker icons across screens
- Visual Style: Rounded, friendly illustrations with high color clarity
- Contrast: Avoided red-green overlaps; used visual cues alongside text

### Conclusion & Future Improvements:

LexiLand successfully demonstrates how design can empower dyslexic children through play-based learning and visual storytelling. The project strengthened my skills in accessibility-first UI design, kid-centric UX, and inclusive branding.