

PROJECT NAME - INNOVA

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TEAM INNOVATION PROJECT

**Problem Statement** - Insufficient resources and trained teachers in Nigeria deprive autistic children of necessary support and hinder their development, necessitating tailored technology-based solutions, including assistive communication devices and specialized training programs for teachers, to bridge the gaps and provide optimal education and support.

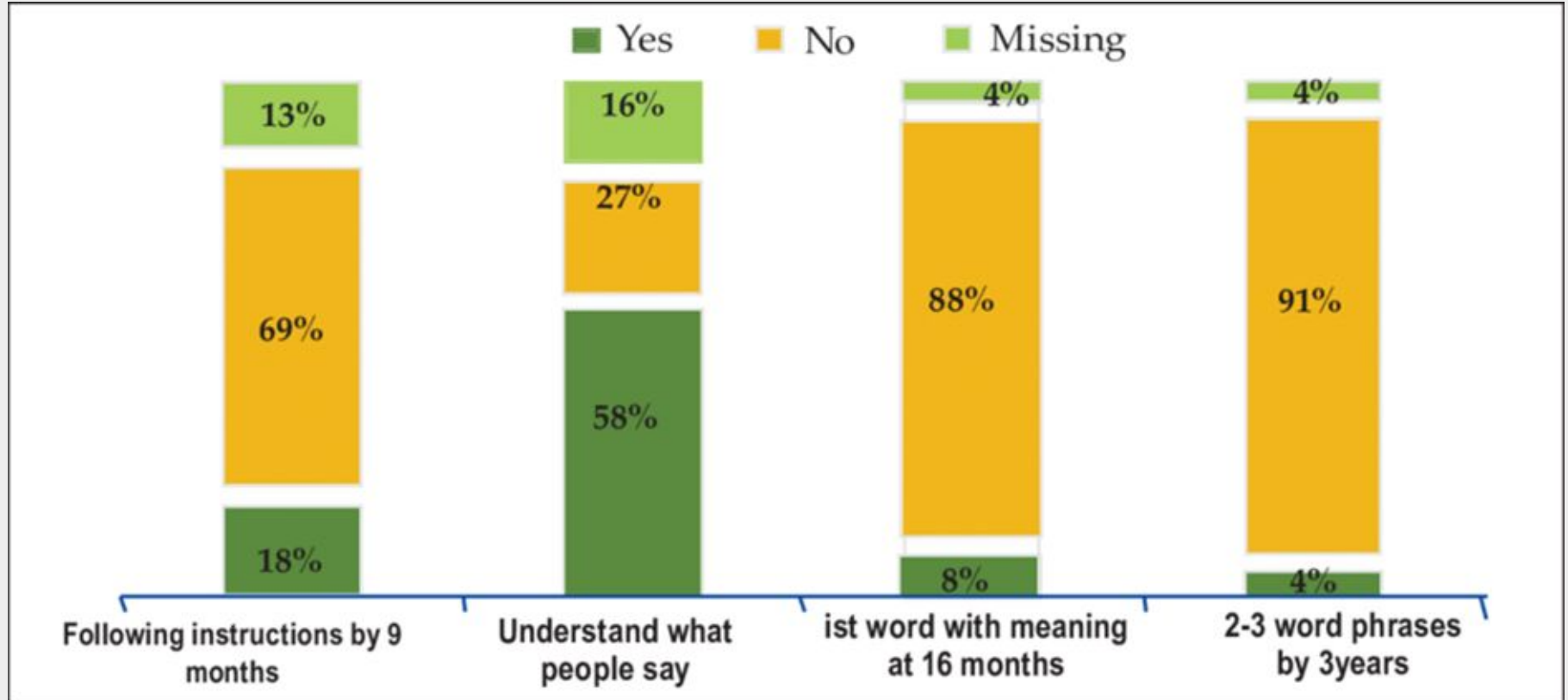
**Related GCGO** - Education

**WHY the problem matters** - The problem of insufficient resources and trained teachers for autistic children in Nigeria matters because it directly affects the development and potential of a significant population of children, depriving them of a fulfilling life and hindering their chances of receiving appropriate support and education needed for their optimal growth.

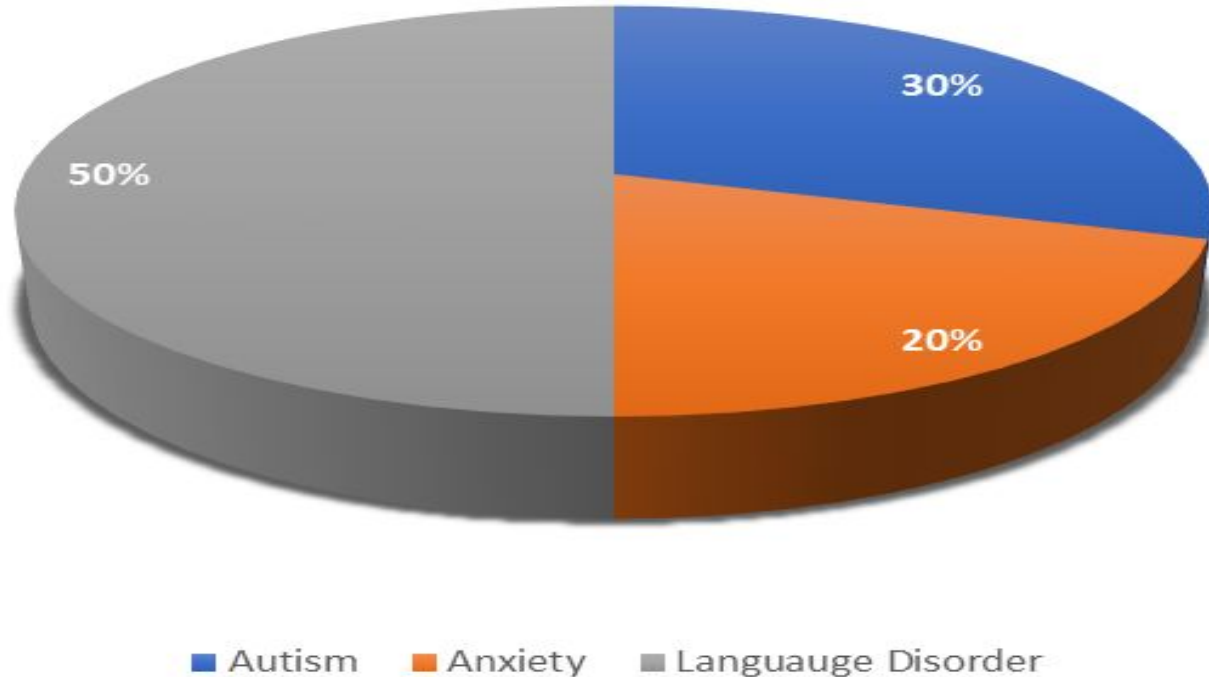
# AFFECTED PERSON/GROUP

The affected group in Nigeria is the population of autistic children, estimated to be approximately 1 in 160 children, who face the challenges of insufficient resources and a shortage of trained teachers.

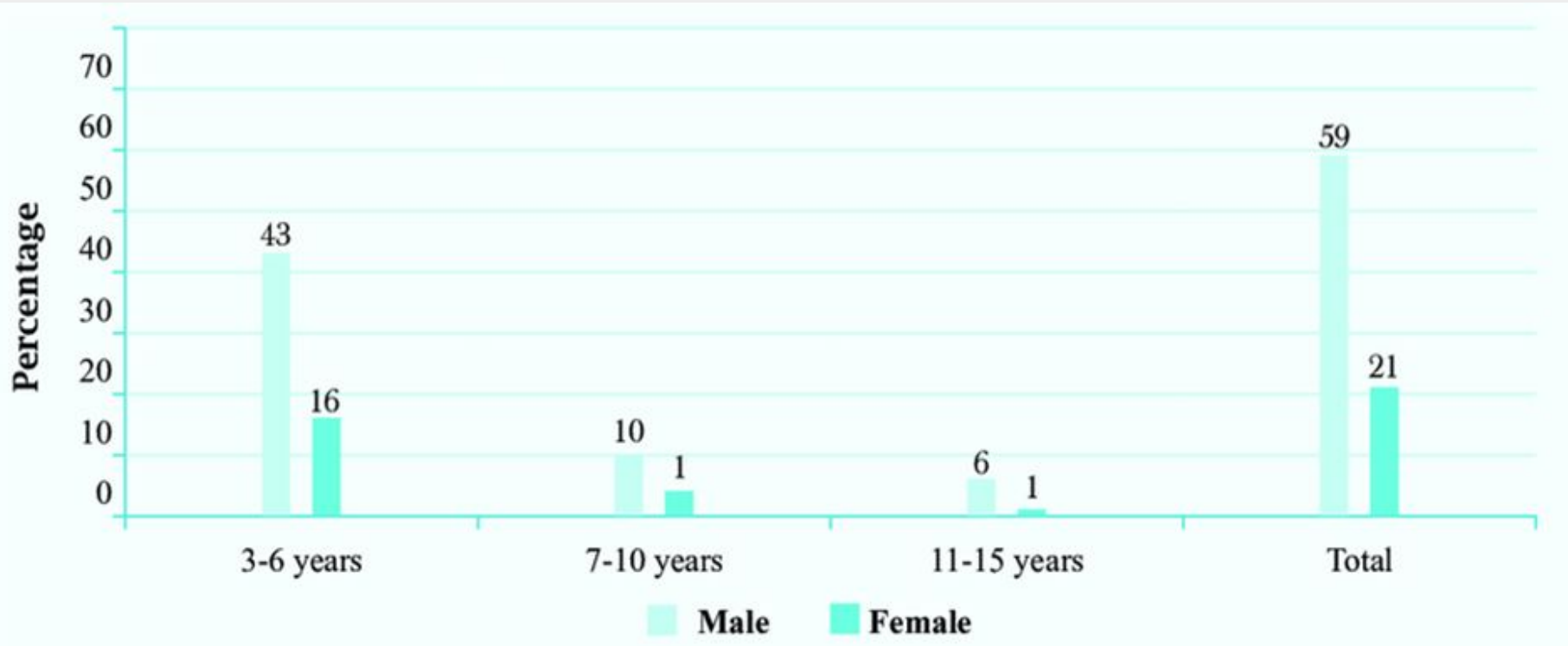
**Bar Chart – Showing numbers of autistic children in Nigeria by their Intellectual Characteristics.**



## **Pie Chart - Showing the percentage population of autistic children in Nigeria compared to other similar conditions.**



## Bubble Chart - Showing the number of autistic children in Nigeria by age and gender

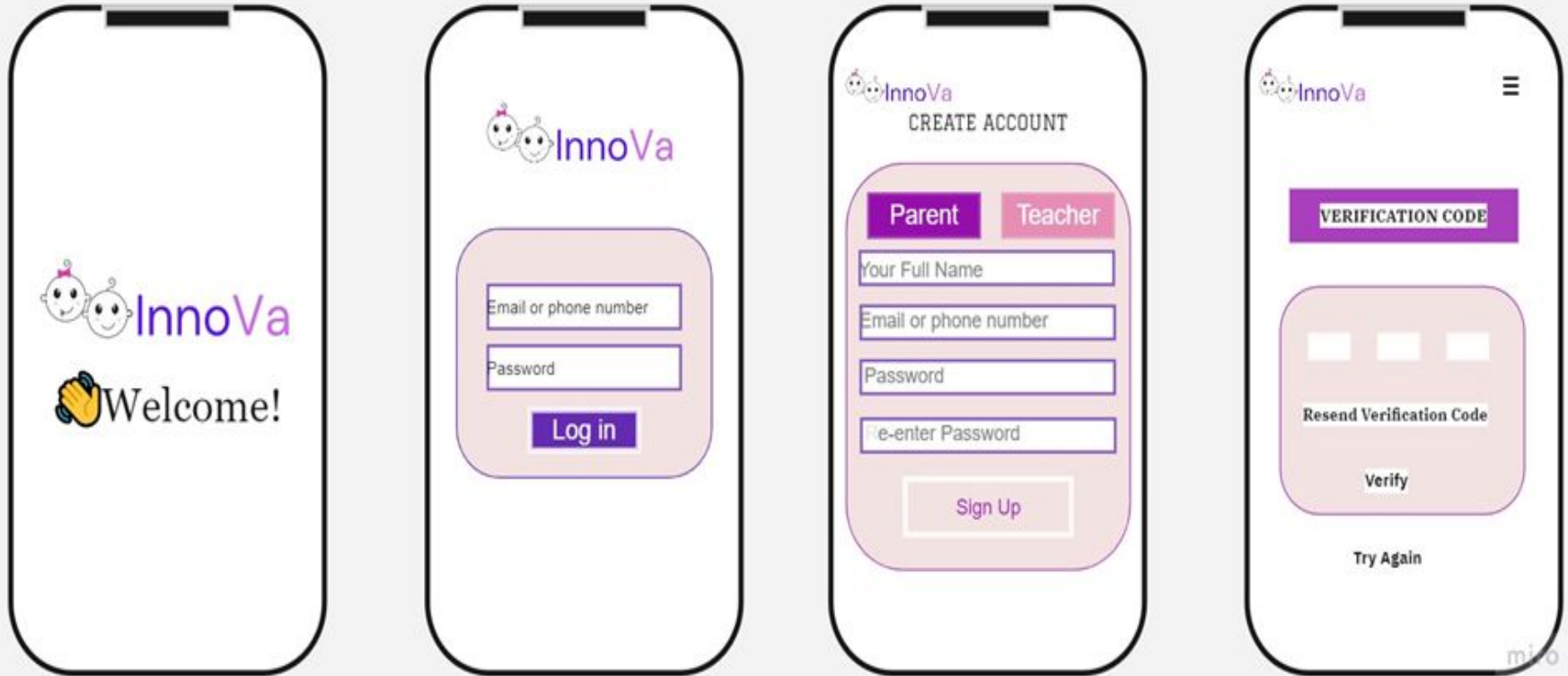


# **Proposed Solution - Gamified Learning Platform.**

## **WHY we chose this solution and why it is likely to be effective.**

A gamified learning platform is an educational tool or software that combines elements of gaming and interactive design with educational content to engage and motivate learners. It utilizes game mechanics, such as points, levels, rewards, challenges, and leaderboards, to make the learning experience more enjoyable and immersive. A gamified learning platform can be a valuable resource for autistic children in Nigeria. We chose this solution because it offers engaging and interactive experiences that cater to their preferences and maintain their interest. The platform's personalization feature will allow children to learn at their own pace, accommodating their unique needs and abilities. By incorporating multi-sensory elements, such as visuals and audio cues, it enhances the learning experience. The solution is very likely to be effective as the platform will also provide opportunities for social interaction, helping autistic children practice and develop their social skills in a safe environment.

# Wireframe





# Users Pain Points

The following are pain points experienced by our test users while interacting with our Wireframes.

1. It would be great to have a leaderboard feature that allows children to compare their progress with their friends or other players, adding a sense of competition and motivation
2. It would be nice to have some customization options, like choosing avatars or personalizing the profile page. That way, I can make it feel more like my own space.

# Recommendations/changes

The following are the recommendations/changes we decided to implement to our wireframe solution based on feedback from your test users.

1. We have decided to add gamified elements features such as earning badges and rewards in order to give the learners/players a sense of accomplishment.
2. We have decided to add customization options, like choosing avatars or personalizing the profile page. Giving the learners/players the feeling of owning their own space.

## **Share what you would do next if given funding to continue to work on your solution.**

If given funding to continue working on the solution, key steps would include conducting extensive research and development to refine the technology-based solutions for autistic children. Implementation would be expanded to reach a wider audience, while specialized training programs for teachers would be developed and implemented. Continuous evaluation and improvement would ensure the solution remains effective and aligned with evolving needs. Collaboration with stakeholders would be pursued to maximize impact and advocate for systemic changes in education and support for autistic children in Nigeria. Overall, the funding would enable the refinement, expansion, and sustainable implementation of the technology-based solutions, while prioritizing training, evaluation, and collaboration for lasting positive impact.

## **Restate your WHY and share why your solution could make an important difference.**

The implementation of a gamified learning platform solution could make an important difference in addressing the challenges faced by autistic children in Nigeria. By incorporating gaming elements into the learning process, the platform can create a more engaging and interactive educational experience, fostering motivation and active participation. The platform's technology-driven interventions, such as assistive communication devices, interactive learning applications, and virtual reality simulations, can provide personalized and accessible resources tailored to the specific needs of autistic children.

**Restate your WHY and share why your solution could make an important difference.**

Furthermore, specialized training programs for teachers would empower them with the necessary skills to effectively utilize the gamified learning platform and support autistic children in their education. By combining gamification, technology, and specialized training, the solution has the potential to bridge the resource and knowledge gaps, promoting optimal growth and development for autistic children in Nigeria and ultimately improving their quality of life.