Izzy AI Games

SANWAL & TEAM

1. **Game 1: Blowing Game**

   Balloon, paper, leaf.

   For easy level, a short distance from point A to point B, bubble, paper and ball to be moved with user's air blow.

   Box, ball, toy cat

   For medium level, distance is increased.

   Toy car, toy helicopter,

   For difficult level, distance is further increased.

   Voice meter is to be used for air blow.

Weak/Whisper/Simplified	Smooth/Normal	Effortful/Forceful
Weak: 0-33 score,	Normal: 34-67,	Effortful: 68-100

2. **Game 2: Voice Game (number 3 game on top)**
   Game Option 1

   Balloon is used for sound production.

   For easy level, /a/, /e/, /o/sound is to be used and when the user says these sounds without any breaks for a 3-5sec.

   Balloon is used for up, Ball is used for in, Bulb is used for on word production.

   For medium level, word "up" targeting /a/ sound with prolonged uuuuuup for 3-5sec to be practices then word "in" targeting /e/ and /n/ sounds with prolonged iiiiiiiiinnnnn for 3-5sec to be practices and the ball goes in the hole and then word "on" targeting /o/ and /n/ sounds with prolonged ooooonnnnn for 3-5sec to be practices and the properly lit bulb is shown.

   Ball out, boat in, bulb on; pen in, pin out, pot on

   For difficult level, plosives and vowels are targeted. Words "ball out" is to be produced targeting /bo/ and /ao/ with prolonged baaalll ooouuuut for 5-10sec to be practices and the ball comes out of the basket then words "boat in" targeting /bo/ /t/and /i/ /n/ sounds with prolonged boooooaaaat iiiiiiiiinnnnn for 3-5sec to be practices and the boat goes in the basket and then the "bulb on" targeting /ba/ /b/ and /o/ /n/ sounds with prolonged buuuuuulb ooooonnnnn for 8-10sec to be practices and the properly lit bulb is shown.

   Similar activity for pen in, pin out and pot on. For pot on, after prolonged production of pot on, the pot is placed on the stove.

   Voice meter is to be used.

Game Option 2
Easy Level:

In, out, up, on, ball, bulb, boat, pen, pin, pot, moon, mat, mango, net, nail, nine are used for word production with clarity prolongation and intensity in 5sec each.

Animated pictures with text to read out loud.

Medium Level:

"Ball out, boat in, bulb on; pen in, pin out, pot on, moon up, mat in, mango out, net up, nail out, nine in" produced for 8sec each phrase.

Plosives, resonant and vowels are targeted. Words "ball out" is to be produced targeting /bo/ and /ao/ with prolonged baaalll ooouuuut for 8-10sec to be practices and the ball comes out of the basket then words "boat in" targeting /bo/ /t/and /i/ /n/ sounds with prolonged boooooaaaat iiiiiiiinnnnn for 8sec to be practices and the boat goes in the box and then the "bulb on" targeting /ba/ /b/ and /o/ /n/ sounds with prolonged buuuuuulb ooooonnnnn for 3-5sec to be practices and the properly lit bulb is shown.

Similar activity for pen in, pin out and pot on. For pot on, after prolonged production of pot on, the pot is placed on fire etc.

Activity with text written to read out loud.

Difficult Level:

"Ball out of box, boat in water, bulb switch on; pen in pouch, pot on fire, paper pin out, moon up in sky, mat in box, mango on plate, net hold up, nail pull out, nine in box" produced for 10sec each phrase.

Activity with text written to read out loud.

Voice meter is to be used.

Weak/Whisper/Simplified	Smooth/Normal	Effortful/Forceful
Weak: 0-33 score,	Normal: 34-67,	Effortful: 68-100

3. **Game 3: Animals game**

Cat, dog, goat, cow, horse

Easy: The sound of the animal plays and the user has to repeat the sound.

Medium: After the sound of animal, the name of the animal plays and the user has to repeat the name of the animal. (cat-meow, dog-woof, goat-baa, cow-moo, horse-neigh)

Difficult: After the sound of the animal, the name of the animal plays along with the animal sound (cat says meow) and the user has to repeat the sentence. (cat say meow, dog say woof, goat say baa, cow say moo, horse say neigh)

Additional level:

Categorize the animals into farm (cow, goat, sheep), wild (lion, monkey, elephant) and domestic animals (cat, dog, hen) respectively.

Animal sound is produced and the user has to click on the animal in the group of animals shown.

4. **Game 4:**

The similar game comprising of transports categorizing into land (car, bus, bicycle), air (helicopter, aeroplane, jet) and sea (boat, ship, cruise) transport.

5. **Game 5:**

   The similar game comprising of food for categorizing into drinkable (water, milk, juice, soda, tea, coffee) and edible (egg, bread, sandwich, burger, pizza, sausage, fries) to be prepared.