# Seek and Sight UX/UI and Game Design Guide

This document provides key insights into how children with various learning disabilities – including ADHD, dyslexia, autism, and comprehension challenges – engage with educational content. It offers specific UX/UI and game design strategies to create inclusive, adaptive, and enjoyable learning experiences for every learner.

## General Design Principles

* Consistency: Use predictable layouts and routines.
* Simplicity: Reduce cognitive overload with clear, uncluttered interfaces.
* Engagement: Incorporate visuals, sound, and interaction to maintain interest.
* Accessibility: Ensure the platform is usable with screen readers, adjustable text sizes, and visual/audio cues.

## ADHD

* Short attention spans – break lessons into bite-sized activities.
* Include movement or interactive elements (drag and drop, tapping).
* Add positive reinforcement (badges, rewards).
* Allow pauses or breaks during gameplay.
* Use a calm, non-overstimulating design (neutral backgrounds, clear fonts).

## Dyslexia

* Use dyslexia-friendly fonts (like OpenDyslexic).
* Offer text-to-speech and audio narration.
* Highlight key words or use color-coded sight words.
* Avoid walls of text; provide visuals or animations alongside text.
* Give the option to repeat, slow down, or replay activities.

## Comprehension Challenges

* Use simpler language and shorter sentences.
* Add visual aids and icons to explain instructions.
* Break tasks into smaller steps with checklists.
* Use repetition and variation to reinforce concepts.
* Provide feedback loops after each activity to ensure understanding.

## Autism (Musically Inclined)

* Incorporate music-based learning (songs for spelling, rhythm-based sight words).
* Use calming background music or sounds to improve focus.
* Offer the ability to toggle on/off sound effects and visual animations.
* Clearly define goals and expectations in each activity.
* Use visual schedules or cues to support transitions between tasks.

## Calming Techniques

* Breathing exercises integrated at the start or between lessons.
* Option to visit a “calm zone” (e.g., animated breathing guide or soothing visuals).
* Soft color palettes and slow animation transitions.
* Include music or nature sounds in low-stimulation areas of the app.