1. Educational program where you could select a subject and that would bring up various questions for that subject. It would provide appropriate responses for right and wrong answers. We could either import the questions from a module or just use a few different questions for each subject, whichever is most effective.
2. The Invisible Stalker: a game where hearing is a tool for success. The player is placed on a grid with an invisible enemy. The player will use hearing to locate an enemy. When the player moves a square, the enemy will move as well, causing a sound that is determined by the material they walk across. Once the player overlaps with the enemy, the game will end.
3. Gift Search: a program that helps find the right website for a particular gift. The person will be asked various questions about the type of gift they are looking for such as toy, electronic, clothing, shoes, or other. Then possibly age range followed by price range which will give a close estimate of which area and maybe even which store they are needing.