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.