Conclusion

different simulations performances

- o frequency effect
- nonword reading
- o consistency and regularity
- o surface and phonological dyslexia

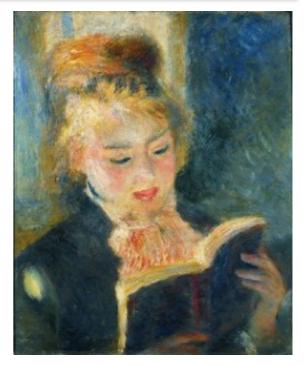
two main theoretical approaches

- o distributed or local representations
- o number of routes: 1 or 2
- o parallel versus serial processing
- o applying rules or learning algorithm building connections patterns

Conclusion

Parallel Distributed Processing Models

- processing principles that are close to supposed cerebral functionning
- fewer effects represented, but often with a richer explanation



La Liseuse (1890) Renoir

Dual-Route Cascaded Model

- o more effects represented (except consistency effect)
- o easy to understand, but what new hypotheses?
- o no learning procedure, fixed rules

o CDP+

- o best to simulate different effects
- o still concerns about mixing different principles