

Designing a Mobile Application for Dyslexic Children

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Dyslexia can be defined as a learning disorder in the area of reading, writing and spelling and it can be hardly cured as a result of neurological defect. Dyslexia can be due to the disability or difficulty in recognizing and identifying the shape and the sound of a character. Several studies indicate that up to 17% of the world population suffers from Dyslexia and in Asia it is estimated that above 15% of children suffer from a learning disability of some form. Out of these children, around 60%-80% suffer from Dyslexia. The main problem I have come across is that the lack of knowledge in teachers about this disability. The dyslexic children are often misidentified as slow learners, which they are not. Nevertheless, with early detection of this disease and by using effective teaching approaches, dyslexia persons can improve themselves. It is found that if multi-sensory methods are adopted to teaching patterns, it will hugely benefit for dyslexics. In my study, I have focused on developing a mobile application consisting of games, which can be easily used by dyslexic children to learn Basic English by themselves. These games will let the child engage in simple activities, which will help him through his learning processes. The activities of the game will consist identifying shapes, identifying different rotations of shapes and simple calculations. The aim is to make the child comfortable with basic concepts of English and Mathematics.

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