

MOBILE LEARNING GAMES FOR DYSLEXIC YOUNG ADULTS

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Theoretical framework (I)

Young adults

- Usually age 12-18
- Our concept 16 and older
- Psychologically – identity formation;
unique mental health crisis;

Theoretical framework (II)

Dyslexia

- Specific learning (reading) disorder, characterized by problem in coping with written symbols despite normal intelligence
- Dyslexic children and adults may have problems putting things in order, following instructions, and may confuse left and right.
- Each dyslexic person's difficulties are different and vary from light to very severe disruption of the learning process (Turkington, Harris, 2006)

Dyslexic young adults

- Though difficulty reading is a hallmark of dyslexia, particularly in children, most adults with dyslexia can read and have devised strategies to work around their reading difficulties; adults with dyslexia may also present a range of other characteristics, such as memory problems;
- People with dyslexia do not, however, have trouble with vocabulary or speaking

School failure

- Causes of **school failure** include:
 - Language disorder – oral or listening
 - Reading disorder
 - Mathematics disorder
 - Writing disorder
 - Other problems or combination of some

The consequences of school failure results in tremendous economic loss to the nation; low self-esteem; criminal behaviour etc.

Interest/reading interest

- Reading interest is one of pre-requisites of successful reading
- The era of “digital literacy” raises the question of whether the meaning of reading interest may have changed
- The research found changing use of information communication technologies to engage and motivate these young adolescents in reading (Fletcher & Nicolas, 2015)

Technologies

Assistive technology helps dyslexics save time and overcome challenges (Jenkins, 2016)

Use Technology to Support Reading and Learning

Use Technology to Support Note Taking

Use Technology to Support Spelling and Writing

Games

- Fun dyslexia games for kids, students and adults
- Popular Dyslexia Games and Websites
- Games from DyslexiaGames.com
- Dyslexia Games Available on the DyslexiaShop
- 3 Dyslexia programs for adults
- Multi-sensory programs
- Computer programs and apps

DYS2GO Games

- Story-lines – travelling, shopping, leisure time, adventure (archaeologist), Jenny's story
- Based on story created by one country and games for the development of auditory memory, discrimination, perception, and sequence; visual memory, discrimination, perception, and sequence; spatial perception/position

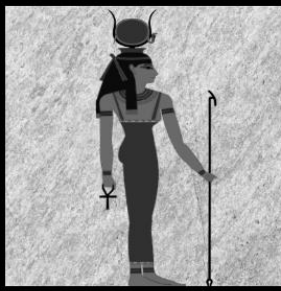
DYS2GO Games



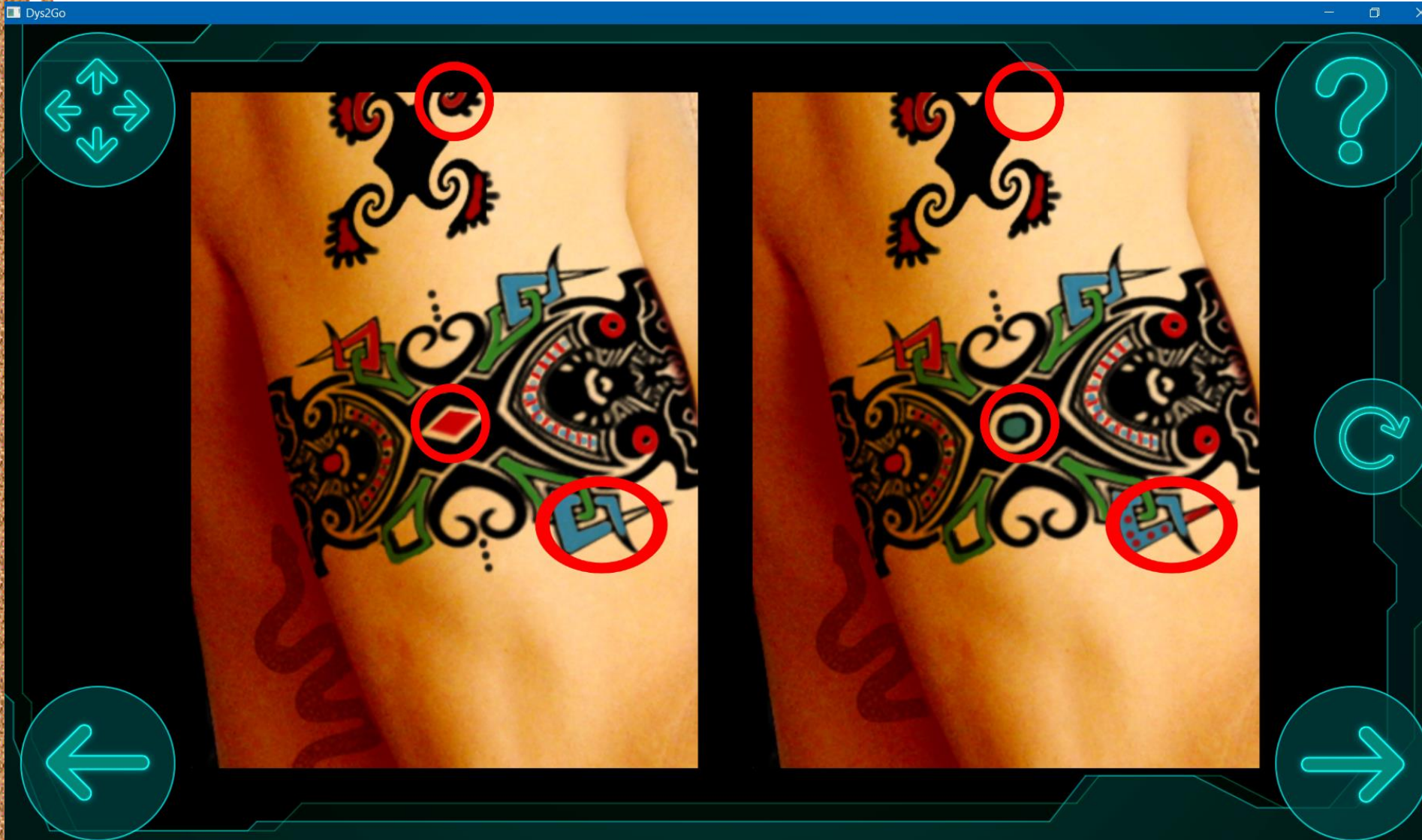
DYS2GO Games

Dys2Go

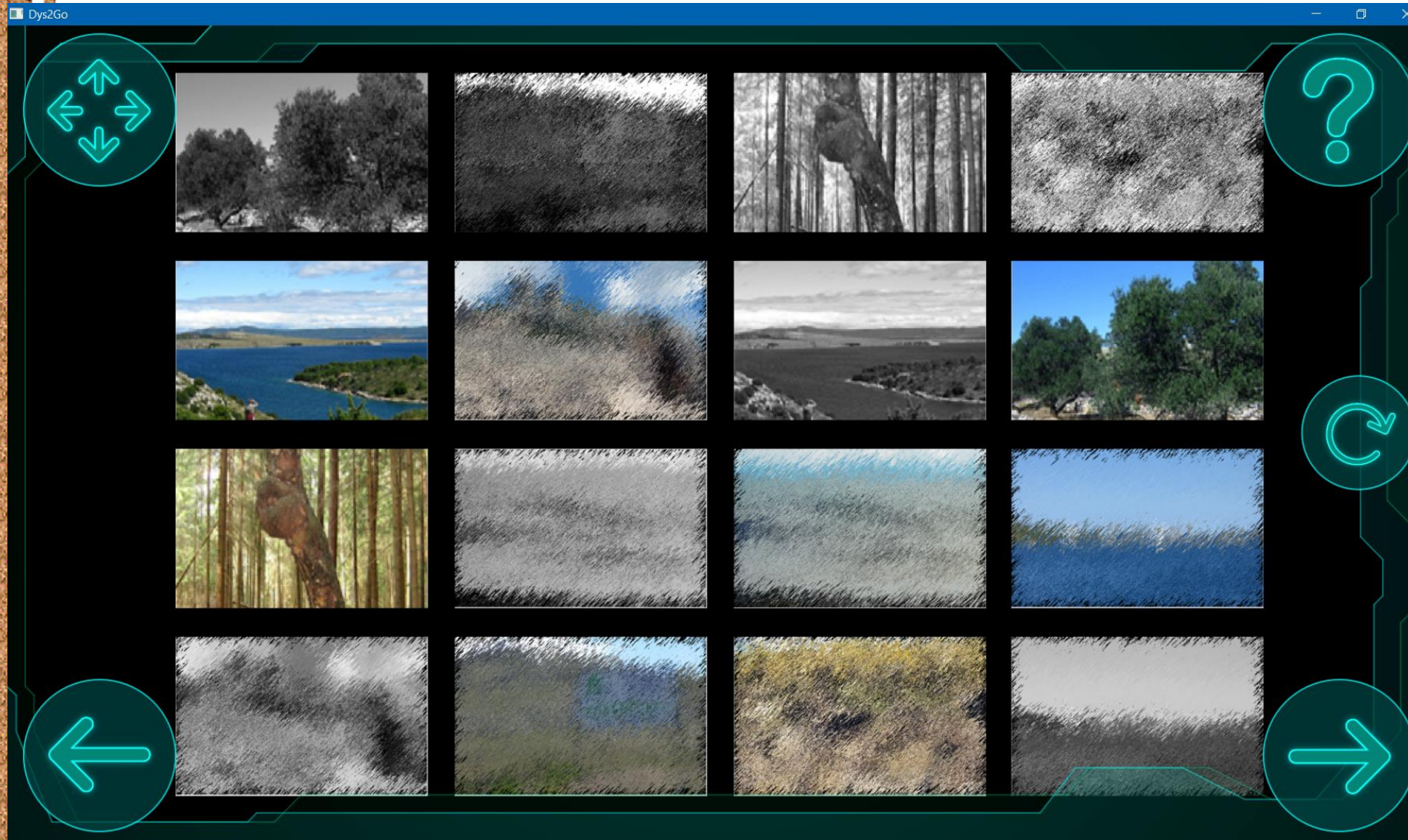
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DYS2GO Games



DYS2GO Games



Conclusions

- Young adults – specific group of learners
- Dyslexic young adults – problems with self-esteem; possible school failure, lost interest
- Reading interest – hard to create, easier to maintain
- Technologies – feature of this century
- Games – possibility to improve reading skills

Thank you!

