LEZERGAME
Innovation to support reading skills of young dyslectic students
Content

• What is Lezergame
• Why Lezergame
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• Planning
What is Lezergame

• Reading app for iPhone and Ipad

• Social media setting to be able to go ‘Lazergaming’

• Starting point: Reading is fun!

• Focusses on reading and not just on animations, games and short movies

• Based on reading actively instead of passive experience.

• Creates responsibility with reader
Why Lezergame

• Lezergame makes reading for all possible

• Creates availability of literature books for kids (8 - 12 year)

• Focus on all who:
  
  • Do not like reading
  
  • Have difficulties to read or learn
  
  • Are dyslectic
Who will benefit from Lezergame

- Kids start to read independently

- “reading” pictures become less interesting.

- Importance of “reading miles “, to improve reading skills.

- Kids age 6+ until 12+ focus on 8 until 11 year
LEZERGAME principles

• Increased focus is generated by the use of 'karaoke' and hybrid reading.

• Keeps kids concentrated

• Increase confidence by reward system

• Social context, interaction with friend increases motivation and is fun
“Karaoke” reading – hybrid books

- Synchronise text files with audio files (human voice).
- There will be a cursor in the text that follows the audio lines, on word level.
- This will create focus and the reader will keep on reading
- A larger amount of reading miles will improve reading skills
Social media/game settings

- Gaining points, immediate rewards can be selected f.e. elements to ‘pimp your room’
- Make friends with other Lezergamers
- Exchange experiences and successes
- Look and feel is attractive
Other reading functionalities

• Audio can be turned on and off

• Repeat options (words, lines)

• Control reading speed

• Bookmarks, make notes, summarise
Help programm

- Klik on a word and help starts
- Online junior dictionary (pictures)
- Wikikids of Wikipedia
- Link to school library
- Contact persons (mother)
Planning 2012, Launch January 2013

• Selection and production of 100 dedicated literature books in hybride format, categorised for age groups

• Develop reading app, social media end gaming context

• Digital Lazergame store

• Marketing and promotion plan
Thank you for listening!