



Semester: Medialogy 10th semester

Title: Interactive learning game for deaf children

Project period: 10.02.2009-10.06.2009

Semester theme: Master thesis

Supervisor(s): Lise Busk Kofoed

Member(s):

Helga Margret Sighvatsdottir

Abstract:

This project is a learning game for deaf children. The objective of the game is a tool to help young deaf children to learn how to read and write. This should enhance their communication skills.

In order to create a product I used an iterative design method with ethnographic research. By using this method I came up with a game that serves the end –users needs.

The product consists of a mat containing the letters of the alphabet. The letters are organized on a square. The child starts in the middle of the square and then finds and steps on a letter on the map in order to spell a word. The word is shown on a big screen to show the child when he /she presses the right letter.

Copies: 3

Pages: 79

Finished: 10.06.2009