REDUCING LEARNING DIFFICULTIES THROUGH DIGITAL GAMING AMONG VISUAL DYSLEX STUDENTS

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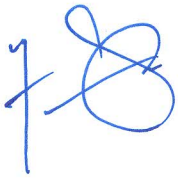
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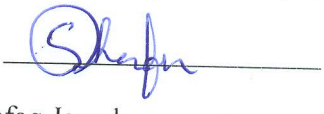
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ABSTRACT

In Pakistan, one of the biggest challenges is to provide high quality education to the individuals with learning disabilities. Besides the well-known affordance issue, there is a lack of awareness regarding the term dyslexia and remedial teaching training that causes the identification as well as remediation of the dyslexic individuals at early stages in Pakistan. This research was focused to exploit the benefits of using the modern technology features in providing a learning platform for young dyslexic writers. Digital games were designed and implemented to encourage the learning process and help dyslexic children to improve their fundamental skills.

The research aimed to assess the performance of the learner-centered application by the targeted population by conducting a pre and post-test to evaluate their learning experience and benefits of the developed application to dyslexic users. The results of the evaluation provided by the participants revealed that application has potential benefits to foster the learning process and help children with dyslexia by improving their foundational writing skills.

Four schools were selected, two from Lahore and two from Karachi and provided with digital game for the period of 3 weeks. Data was collected from the said sample population and the screened for outliers and then reliability test were implemented on it. And regression test was implemented on the data to analyze the effect of different independent variables on dependent variable which in this case is learning of visual dyslexic students. The results produced from this research can be used as stepping stone for this new field in Pakistan. And it may go a long in resolving the very basic and demanding problem of education in Pakistan for special students.

Keywords: Dyslexia, learning disability, digital game application, learning assessment, screening test.

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