



Lisling 3D

Type of Project

Finished research project

Summary

The game was developed for the treatment of lusophone aphasic patients. Various information technologies were used in order to create a multimedia platform of rehabilitation. The objective of this software is to provide a complementary tool for the classical speech therapy, which enhances the patient's recovering through the completion of exercises adapted to the different symptoms of the disease. The principal features of the game are: i) a realistic 3D virtual environment that enables the interaction with modeled objects and ii) a dynamic interface that allows the addition of new therapeutic tasks in order to get a customizable and easily upgradable platform. One of the main scientific contributions of this project is the fact that it is the only product of this sort tailored to the Portuguese population of aphasics.