APP Moogy Visual

Type of Project

Finished research project

Summary

Research and development of an application for tablets and smartphones to stimulate vision in infants and children with visual impairment who have residual vision. The app includes high-contrast visual patterns, and colour recognition by means of the faces of a character. Finally, it stimulates ocular motility by tracking objects and organising items by size, colour or shape.

Low-tech, high-tech products, services and contexts for play

Research and development of an application for tablets and smartphones to stimulate vision in infants and children with visual impairment who have residual vision. The app includes high-contrast visual patterns, and colour recognition by means of the faces of a character. Finally, it stimulates ocular motility by tracking objects and organising items by size, colour or shape.

Developed by AIJU for MINILAND COMPANY

The context of use

Home and rehabilitation center

Type of play in this play system

Cognitive

Practice

Rule play (including videogames)

Social

Solitary

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play

Community social and civic life - d920 recreation and leisure time

d9200 play

Play-like activities: Therapeutic and educational objectives

b2 Sensory functions and pain

Number of participants

10-20

Chronological Age

0-3 years

Development Age

0-3 years

LUDI Categories of disabilities

Visual impairments:

Partially sighted

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

No instruction, self-discovery of the participant/subject

Guided discovery: therapist/researcher coaches the participant so s/he discovers how to use the assistive technology

Involvement

Adult: therapist/educator/researcher

Parent or significant others

Role

Non-participatory observer

Participatory observer

Evaluation of objectives and outcome measures

Description of outcome measure(s)

(validated and reliable) outcome measures like tests, self-reports of client/system, questionnaires

Information about availability of outcome measure: publisher, website, contact person

Free APP (google play and Apple store)

Summary of achieved effects

Free APP (google play and Apple store)

References to the intervention or research project

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Publication

https://play.google.com/store/apps/details?id=com.miniland.moogyvisual&hl=es

Keywords

Visual stimulation, play app, video game, mobile phone, visual impairment, ocular mobility