APP Moogy Speak

Type of Project

Finished research project

Summary

Research and development of an application for tablets and smartphones to stimulate speech in infants and young children with and without disabilities. The app includes: games of buccofacial exercises to stimulate language: articulatory praxis, games to stimulate blowing exercises and games to stimulate speech in babies, by playing sounds and practising basic vocabulary.

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

Research and development of an application for tablets and smartphones to stimulate speech in infants and young children with and without disabilities. The app includes: games of buccofacial exercises to stimulate language: articulatory praxis, games to stimulate blowing exercises and games to stimulate speech in babies, by playing sounds and practising basic vocabulary.

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

d3 Communication

Number of participants

10-20

Chronological Age

3-6 years

Development Age

0-3 years
3-6 years

LUDI Categories of disabilities

Communication disorders (speech and language disorders):

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)

Observation by professional/researcher providing the play experience
(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 in Google play and Apple Store

Summary of achieved effects

Free APP in 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.moogyspeak&hl=es

Keywords

Mobile phone, application, stimulate language, bucofacial exercises, articulatory praxis, blowing exercises, stimulate speech.