Digiplay

Type of Project

Ongoing research project

Summary

Digital speech training system

The target group are all children, where language acquisition is a problem, especially children with no language at all.

The system aims at very early speech training by helping children understand that there is a connection between an object and a corresponding word, i.e. the very first step in language acquisition.

The system is innovative uses physical objects in interaction with a computer, allowing the children to play with everyday objects and learn about their names in their own pace and by a playful interaction.

The system has been used in several test projects with children with different speech disabilities, for example children with autism and learning disabilities, with good effects both in regard to motivation and learning.

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

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The context of use

The system can be used in home, school and rehab centers

Type of play in this play system

Cognitive

- Practice
- Symbolic

Social

- Solitary

Objectives related to play according to ICF-CY

Play-like activities: Therapeutic and educational objectives

- b3 Voice and speech functions
- d1 Learning and applying knowledge (learning through symbolic play, learning through pretend play)
- d3 Communication

Number of participants

>20

Chronological Age

0-3 years
3-6 years
6-12 years

Development Age

0-3 years
3-6 years

LUDI Categories of disabilities

Mental/intellectual impairments::
severe
profound
Visual impairments:
Partially sighted
Blind
Communication disorders (speech and language disorders):
Physical impairments:
Severe
Autism Spectrum Disorders:
Multiple disabilities:

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

Explanation

Verbal instruction, language and communication fitting to chronological age

Involvement

Adult: therapist/educator/researcher
Parent or significant others

Role

Non-participatory observer
Providing instruction

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
Feedback from client/parents/professionals

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

Contact person: Jari Due Jessen Center for Playware, Technical University of Denmark jdje@elektro.dtu.dk

References to the intervention or research project

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Keywords

Language acquisition, speech training, game, toy, physical objects