M4ALL Kinect games

Type of Project

Finished research project

Summary

Motion-based adaptable playful learning experiences for children with motor and intellectual disabilities (M4All) is the title of a EU funded project carried out by six organisations (project partners), each coming from a different EU country. Most of the partners are research centres at European universities, one is a rehabilitation and education centre and one is a European association. These partners created a series of fun games to help children with motor and intellectual disablities learn, move and play!

M4ALL educational games can be used with the affordable and widespread interactive Kinect technology. The games offer customisation capabilities to enable therapists, teachers and parents adapt the gaming experience to the individual requirements of each child. The learning effectiveness of M4ALL games has been evaluated in educational institutions or therapeutic centers through a set of pilot studies in different countries.

Four games were developed, which are described here: http://www.m4allproject.eu/games/. All the games can be downloaded, free of charge, from the M4All community website.