



# IT'S EASY!

A tangible interface to simplify homework of dyslexic children through the stimulation of the senses.



# aims

It's easy! is an interactive play device, useful to help dyslexic children of primary school to do one's homework.

# functions

The device allows to stimulate children through audio, sound and images and to verify the learning.



# mood

The child is encouraged to do his homework and he feels more peaceful and secure.



# stakeholders

- Parents;
- Pediatricians;
- Pedagogy researchers.



# context

At home or outdoors.



# implementations

- Determine generic activities ;
- Customization by the teacher;
- Exchange of information between teachers and the device.

# areas of ignorance

- Methods used by teachers;
- What specific technologies can be used.

# criteria for success

Design of a device that can adapt to different problems of dyslexic children, helping them learn while having fun.

Thank you!