

# **Intellectual Output 2-Task 3**

**Compilation of the technologies toolkit**

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## Executive Summary

An online repository of ICT multisensory games has been developed within O2 of the project. Its main goal is to create a stored catalogue of educational resources, more specifically motor-sensory movement-based educational tools that can be distributed within its users, shared and reused. The repository is expected to be a useful tool for SEN teachers, SEN students and researchers.

This report aims to provide a sufficient understanding of how the INTELed repository might be used to facilitate the use and sharing of content in a way that is embedded into normal working practices. To this direction two usage scenarios will be described aiming to demonstrate the distinctive and varied nature of its use. The two scenarios will outline the potential use of the repository by SEN practitioners (teachers & occupational therapists).

At the end of this report the list of resources, which have been found after the consortium's systematic search, is annexed. Although the search has been exhaustive, the collection will be complemented with new resources, if we get to meet a new one, or if they are developed during the project timespan.

The repository of ICT multisensory games will be thoroughly used in Intellectual outputs (IOs) 3 and 4. In IO3 where the piloting phase will take place, the repository will be a useful tool for the teachers that will develop their lesson plans for the piloting of the INTELed method. Moreover in IO4 where the community of Practice will be developed, the repository is expected to set out exchange of know-how, as well as an imitative for further practice and exploration, by teachers and researchers, acting as the most sustainable output of the project.

# 1. Repository of ICT multi-sensory educational resources

A collection of existing training resources about ICT multi-sensory educational tools for SEN children has been created within the Output 2 of the project. The resources collected are embodied motion-based learning tools using mainly 3D cameras, especially the Kinect camera. The potential of motion based interaction for learning is grounded on theoretical approaches that recognize the relationship between physical activity and cognitive processes, and are supported by a growing body of evidence from psychology and neurobiology. Embodied cognition theories emphasizes the important role of embodiment in the development of different levels of cognitive skills. Some higher-level cognitive skills such as mental imagery, working memory, implicit memory, reasoning and problem solving, arise from sensorimotor functions and embodiment.

All the resources in this repository of multi-sensory motion-based educational tools are addressed to small children (mostly primary school) focusing on children special education needs. These resources can be used for inclusion classroom settings, small group learning sessions and 1-1 IEP activities. The student(s) is at the centre of the game-based learning process offering engaging and positive learning experiences. Strategies like turn-taking, staging, carousel can be applied. The ultimate goal of their use in teaching/learning practice is to help children improve various skill, such as:

- Cognitive Skills
  - Short-term memory: The ability of encoding, retaining and immediately using information from memory.
  - Visual processing: The ability of creation, storage, retrieval and conversion of optical images and sensations. Requires the perception or converting of optical shapes, images or works by maintaining one's spatial orientation in relation to the objects that can be changed or moved in space.
  - Speed of cognitive processing: The ability to perform simple cognitive exercises quickly and flexibly is related to the completion time in the games.
- Motor and Sensory Skills
  - Kinesthetic skills: Skills that depend on senses to detect position, weight, muscle movement, etc., and that are involved in the process of control and coordination of body movements, such as walking, speech and gestures, eye-hand coordination.
  - Psycho-motor speed: The speed and flexibility with which body movements are performed.
- Academic skills

The use of the repository, requires that teachers should first determine what the learning outcomes of the activity are. When selecting a tool it is important to consider the following issues:

- The skills domain: each tool develops different skills. The teacher can focus on a particular type of

skill, such as cognitive, motor and sensory, academic, social and emotional skills. Given that the majority of the games are using Kinect cameras, most of them develop motor skills in combination with others.

- The subject matter of the activity: the academic skills covered in the repository are language, mathematics and science or a combination of all of them.
- The students' profile: the educational level/age/needs of the students is a field that is defined by each resource.
- The language: all of the tools are available in English language and some support extra languages such as Greek, Spanish and Dutch.
- The cost: freeware, open source and commercial tools are included.
- The equipment and the system requirements: all of the resources require the use of a Kinect camera which has specific hardware requirements.

The above issues have been used to form a set of searchable fields of the resources in the repository. As a result, teachers and therapists are able to select the most appropriate tools based on their needs and teaching goals. These resources, annexed at the end of this report, will be adopted for re-use during the implementation of the training events and the pilots.

This repository is available online at the INTELed website ([provide the link here](#)). Below print screens of the online repository are provided:

*(To be completed when the online repository is finalized)*

## 2. Options for use

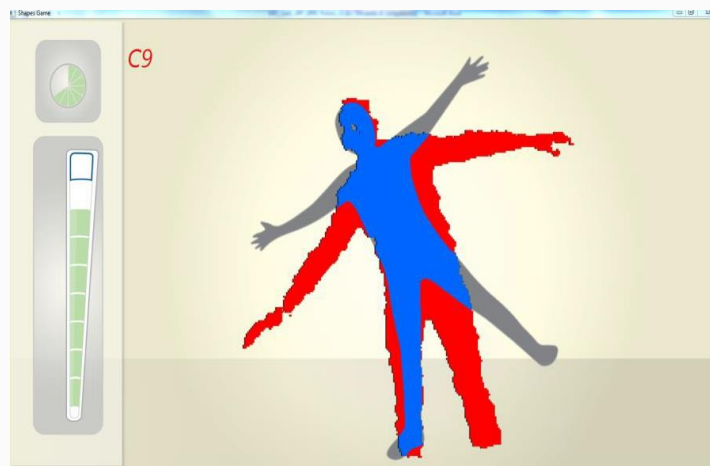
The repository can be used by teachers, special teachers, occupational therapists as well as researchers who are interested in the ICT multi-sensory embodied learning tools. In order to describe how they can work with the repository, two exemplar usage scenarios are presented thus demonstrating actions of two use cases.

### *Scenario A. Increase body awareness, visual-perceptual skills and promote collaboration*

A special teacher from Greece is planning a learning session with a group of 6 years old children with learning disabilities who need to improve motor-sensory skills. She is thinking of using one of the embodied learning game that are mentioned in the repository which focuses highly on the motor and cognitive dimensions. She also wants students to playing games in social groups with fixed predetermined rules thus fostering emotion regulation. At the same time, she is looking for ways to increase students' social interactions skills and their motivation to engage in interactions and collaborate for achieving a common goal.

She is also looking for a game that has a very simple user interface not necessarily in Greek since her idea is to promote discussion and make student follow her instructions during the session. It is important for her to find a non-commercial game.

Searching in the repository for such a game, she finds the freeware “Shape” Kinect game from the Politecnico di Milano. In Shape, children will have to simulate use their body to simulate the shape shown on the screen (see figure 1). The game is controlled directly through the child’s body. The Kinect sensor captures the user outline; the child must overlay the shape at a certain degree (predefined for each game session) within a certain time limit. Moreover, the child must keep the correct position for a certain time interval (a few seconds). The game can be played by a single child or two children, who have to collaborate to create body postures that, together, mimic the shape on the screen.



**Figure 1.** Screenshot of Shape game from the Politecnico di Milano

*Scenario B: Foster social conventional gestures and the ability to discriminate between the different elements.*

A teacher in a primary school with inclusion classrooms, wants to promote social initiation in children with autistic spectrum disorder (ASD), understood as the promotion of behaviors such as approaching and looking for others, trying to start social communication and producing any verbal or gestural behavior for communicative goals. This goal has been decided in collaboration with the psychologists since social initiation skills are pivotal for overcoming the social interaction deficits that characterize ASD, especially when children with ASD are in inclusion classrooms.

She knows that there are very few games, especially in Spanish, that could help her achieve the aforementioned goals. Also, since she is thinking of starting with a small scale pilot, she is looking for a game that is offered with a trial free version or with no cost. Luckily, she finds at the repository a game with those characteristics. The game titled “Pico’s Adventure” is a motion-based game for children with autistic spectrum disorder, aimed at promoting social initiation. The game was developed by La Universitat Pompeu Fabra (UPF), in collaboration with the Specialized Unit on Developmental Disorders of the Hospital Sant Joan de Déu.

During the game, the children will be introduced to a fantasy world inhabited by a friendly mascot (the virtual agent), named “Pico”, who will accompany them in the journey toward social initiation. Children - either alone or in collaboration with adults (their teachers) and peers - will have to help the mascot, an amicable alien, who landed on our planet Earth after having some problems with its spaceship (see figure 2). Children will have to help it in overcome different missions, each one designed to address a targeted behavior related with social initiation. Within that, major emphasis will be placed on designing game situations that require the child to seek for the collaboration either of an adult or a peer.



Figure 2. Screenshot of Pico Adventures game

*Scenario C: Development of academic skills related to nutrition and food choice (4<sup>th</sup> grade).*

A teacher from Cyprus, working in a primary school wants to use a technology enhanced method for teaching about the five nutrients and optimizers are protein, fats, carbohydrates, fiber, and vitamins/minerals as well as to encourage discourse and problem solving. In his classroom, he has 2 children with ADHD who cannot easily concentrate on task. He is thinking of a game that will be challenging enough and asks children to respond appropriately to stimuli, to quickly recognize the best task and act appropriate. At the same time his goal is to get children to think about foods that satiate and were “more” nutritious in a comparative manner. Having such a game in Greek is very important since the teacher wants to make children better aware of terminology and nutrition vocabulary, as well as of how to make healthy choices when creating a balanced meal during a typical day at home, in stores, or in a school lunch line. Also, children do not know English or any other foreign language.

Accessing the repository and making a search for games in Greek with academic goals, he finds the “Alien Health” game. Luckily it is freeware although cost was not one of the search criteria. It allows players to make decisions about selecting healthier food items using a forced-choice paradigm (e.g., a cup of blueberries versus a slice of blueberry pie), and it introduces players to a nutrient profile for foods composed of fat,

carbohydrates, protein, fiber, and vitamins/minerals (see figure 3). The child is asked to figure out which foods make an Alien, that has just awoken and is hungry, feel better.



Figure 3. Screenshot of Alien Health game

### 3. Final Remarks

The three scenarios describe cases of use by teachers in various classroom/school environments. The path that teachers use when choosing a resource from the repository, depends on the objective of the learning session for which the resource will be used. It is expected that each teacher will easily use the repository for finding resources that could help him/her support the desired learning objectives.

Moreover, the repository includes links to journal articles and conference papers concerning the various resources. The vast majority of the resources in this repository have been scientifically validated and valuable information about pilot studies and data analysis are included. This information is expected to be used mainly by teachers who want to learn more about a resource prior to its adoption as well as by researchers who are working in the field of embodied learning.

This repository is a “live” entity that could be enriched with new educational resources, papers and reports for anyone interested in using ICT motor sensory educational tools in classroom. All these information gathered during the project lifecycle would result not only in the improvement of the resources per se, but also in the sustainability of the repository and of the whole project as a consequence.



## References

Altanis, G., Boloudakis, M., Retalis, S., & Nikou, N. (2013). Children with Motor Impairments Play a Kinect Learning Game: First Findings from a Pilot Case in an Authentic Classroom Environment. *J Interact Design Architect*, 91–104.

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## Annex - Repository of ICT multisensory resources for SEN students

Name	Provider / Suite	Link	Skills domain	Subject	Special needs / School ages	Language	Cost	Equipment
Alien Health	Embodied Games	<a href="https://www.embodied-games.com/games/">https://www.embodied-games.com/games/</a>	Academic and cognitive skills	Science	Primary school (2nd to 10th graders)	English, Spanish, Dutch, Greek	Free download	Kinect camera
Angles	David Renton	<a href="https://drenton72.wordpress.com/downloads">https://drenton72.wordpress.com/downloads</a>	Academic and Motor-sensory skills	Mathematics	Primary school	English	Free download	Kinect camera
Bilisius	Kinems	<a href="https://academy.kinems.com/games/bilisius">https://academy.kinems.com/games/bilisius</a>	Academic, Cognitive and motor-sensory skills	Mathematics	Kindergarten; Primary school (4 to 8 years old)	English, Greek and Spanish	Paid	Kinect camera
Bubble game - Polimi Games	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=5">http://m4all-community.org/enrol/index.php?id=5</a>	Motor-sensory skills	n/a	Primary school	English	Free download	Kinect camera
Clockoo	Kinems	<a href="https://academy.kinems.com/games/clockoo">https://academy.kinems.com/games/clockoo</a>	Motor-sensory & Academic skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Dalyn's Dragon Island	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=4">http://m4all-community.org/enrol/index.php?id=4</a>	Motor skills; cognitive skills; socio-emotional skills	n/a	Primary school	English	Free download	Kinect camera
Do Like	Kinems	<a href="https://academy.kinems.com/games/do-like">https://academy.kinems.com/games/do-like</a>	Academic and Motor-sensory skills	Science	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Doffies	Kinems	<a href="https://academy.kinems.com/games/doffies">https://academy.kinems.com/games/doffies</a>	Academic and Motor-sensory skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera

Dr. Grafoo	Kinems	<a href="https://academy.kinems.com/games/dr-grafoo">https://academy.kinems.com/games/dr-grafoo</a>	Cognitive, Motor-sensory & Academic Skills	Mathematics	4 to 8 years old	English and Greek	Paid	Kinect camera
Drumory	Kinems	<a href="https://academy.kinems.com/games/drumory">https://academy.kinems.com/games/drumory</a>	Cognitive, motor-sensory skills	n/a	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Electric Field Series	Embodied Games	<a href="https://www.embodied-games.com/games/">https://www.embodied-games.com/games/</a>	Motor-sensory & academic skills	Physics	Primary school (2nd to 10th graders)	English, Spanish, Dutch, Greek	Free download	Kinect camera
Fairy Bells	Kinems	<a href="https://academy.kinems.com/games/fairy-bells">https://academy.kinems.com/games/fairy-bells</a>	Motor-sensory & Academic skills	Mathematics	4 to 8 years old	English and Greek	Paid	Kinect camera
Go Jelly	Kinems	<a href="https://academy.kinems.com/games/go-jelly">https://academy.kinems.com/games/go-jelly</a>	Motor-sensory & Socio-emotional skills	n/a	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Lexis	Kinems	<a href="https://academy.kinems.com/games/lexis">https://academy.kinems.com/games/lexis</a>	Academic & Motor-sensory skills	Language	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Little magic stories	Chris O'shea	<a href="http://www.chrisoshea.org/little-magic-stories">http://www.chrisoshea.org/little-magic-stories</a>	Cognitive & socio-emotional skills	Language	Primary school (6 to 8 years old)	English	Free download	Kinect camera / Musion Eyeliner holographic projection system
Magic Cursor	David Renton	<a href="https://drenton72.wordpress.com/downloads">https://drenton72.wordpress.com/downloads</a>	Academic & Motor-sensory skills	Language	Primary school	English	Free download	Kinect camera

Marvy Learns	Kinems	<a href="https://academy.kinems.com/games/marvy-learns">https://academy.kinems.com/games/marvy-learns</a>	Cognitive, Academic & Motor-sensory skills	Mathematics and Language	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Math Mage	David Renton	<a href="https://drenton72.wordpress.com/downloads">https://drenton72.wordpress.com/downloads</a>	Motor-sensory and Academic skills	Mathematics	Primary school	English	Free download	Kinect camera
Mathloons	Kinems	<a href="https://academy.kinems.com/games/mathloons">https://academy.kinems.com/games/mathloons</a>	Motor-sensory and Academic skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Paleo	Kinems	<a href="https://academy.kinems.com/games/paleo">https://academy.kinems.com/games/paleo</a>	Cognitive, Motor-sensory & Academic Skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Pico's adventure	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=2">http://m4all-community.org/enrol/index.php?id=2</a>	Socio-emotional skills	n/a	ASD children (4-6 years old)	English, Spanish, Catalan	Free download: <a href="http://m4all.upf.edu/?page_id=72">http://m4all.upf.edu/?page_id=72</a>	Kinect camera
Pictogram room	Orange Foundation, University of Valencia (Spain) and Adapta.org Foundation.	<a href="http://www.pictogramas.org/proom/init.do?method=initTab">http://www.pictogramas.org/proom/init.do?method=initTab</a>	Socio-emotional & cognitive skills	Language	ASD children (6 to 12 years old)	English, Spanish, French	Free download (previous registration: <a href="http://www.pictogramas.org/proom/init.do?method=downloadsTab">http://www.pictogramas.org/proom/init.do?method=downloadsTab</a> )	Kinect
Ponder Up	Kinems	<a href="https://academy.kinems.com/games/ponder-up">https://academy.kinems.com/games/ponder-up</a>	Academic & Motor-sensory skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Pong	David Renton	<a href="https://drenton72.wordpress.com/downloads">https://drenton72.wordpress.com/downloads</a>	Motor-sensory & Academic skills	Mathematics	Primary school	English	Free download	Kinect camera

PotelRVR. Pottery maker simulator.	Private provider	<a href="https://naruse.itch.io/potelrvr">https://naruse.itch.io/potelrvr</a>	Motor-sensory & Socio-emotional skills	n/a	Upper primary school; Secondary school	English	Free download (donation accepted) <a href="https://naruse.itch.io/potelrvr/download/eyJleHBpcmVzljoxNTlyMTQwNDA1LCJpZCI6NDE5MTZ9.iQQMCOX0sntYxZY%2fDumi3wgEHEs%3d">https://naruse.itch.io/potelrvr/download/eyJleHBpcmVzljoxNTlyMTQwNDA1LCJpZCI6NDE5MTZ9.iQQMCOX0sntYxZY%2fDumi3wgEHEs%3d</a>	Oculus sensor and leap motion
Quarry Bam	Kinems	<a href="https://academy.kinems.com/games/quarry-bam">https://academy.kinems.com/games/quarry-bam</a>	Academic and Motor-sensory skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Remaze	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=28">http://m4all-community.org/enrol/index.php?id=28</a>	Cognitive & motor-sensory skills	n/a	Primary school		Free download	Kinect camera
River Crossing	Kinems	<a href="https://academy.kinems.com/games/river-crossing">https://academy.kinems.com/games/river-crossing</a>	Cognitive & Motor-sensory skills	n/a	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
RuniRoon	Kinems	<a href="https://academy.kinems.com/games/runi-roon">https://academy.kinems.com/games/runi-roon</a>	Academic & Motor-sensory skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Sea Formuli	Kinems	<a href="https://academy.kinems.com/games/sea-formuli">https://academy.kinems.com/games/sea-formuli</a>	Academic & Motor-sensory skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Seishin	Kinems	<a href="https://academy.kinems.com/games/seishin">https://academy.kinems.com/games/seishin</a>	Motor-sensory & Socio-emotional skills	n/a	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera

Shape game - Polimi Games	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=5">http://m4all-community.org/enrol/index.php?id=5</a>	Cognitive & motor-sensory skills	n/a	Primary school	English	Free download	Kinect camera
Shape in Place	Kinems	<a href="https://academy.kinems.com/games/shape-in-place">https://academy.kinems.com/games/shape-in-place</a>	Cognitive, Motor-sensory & Academic Skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Somantics	Cariad Interactive	<a href="http://cariadinteractive.com/somantics/">http://cariadinteractive.com/somantics/</a>	Socio-emotional skills	n/a	Children with ASD	English	Free download	Ipads/Kinect camera
Space game - Polimi Games	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=5">http://m4all-community.org/enrol/index.php?id=5</a>	Cognitive & motor-sensory skills	n/a	Primary school	English	Free download	Kinect camera
Space Motif	Kinems	<a href="https://academy.kinems.com/games/space-motif">https://academy.kinems.com/games/space-motif</a>	Motor-sensory & Academic skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Spot On	Kinems	<a href="https://academy.kinems.com/games/spot-on">https://academy.kinems.com/games/spot-on</a>	Motor-sensory & Academic skills	Language	4 to 8 years old	English and Greek	Paid	Kinect camera
Suffizz	Kinems	<a href="https://academy.kinems.com/games/suffizz">https://academy.kinems.com/games/suffizz</a>	Academic skills	Language	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
The Melody Tree	Kinems	<a href="https://academy.kinems.com/games/the-melody-tree">https://academy.kinems.com/games/the-melody-tree</a>	Cognitive & Motor-sensory skills	Language	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera

Tika Bubble	Kinems	<a href="https://academy.kinems.com/games/tika-bubble">https://academy.kinems.com/games/tika-bubble</a>	Academic & Motor-sensory skills	Mathematics and Language	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Time	David Renton	<a href="https://drenton72.wordpress.com/downloads">https://drenton72.wordpress.com/downloads</a>	Academic & Motor-sensory skills	Mathematics	Primary school	English	Free download	Kinect camera
Trekins	Kinems	<a href="https://academy.kinems.com/games/trekins">https://academy.kinems.com/games/trekins</a>	Motor-sensory & Academic skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
U-Paint	Kinems	<a href="https://academy.kinems.com/games/u-paint">https://academy.kinems.com/games/u-paint</a>	Motor-sensory & Socio-emotional skills	n/a	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
UnBoxIT	Kinems	<a href="https://academy.kinems.com/games/un-box-it">https://academy.kinems.com/games/un-box-it</a>	Cognitive & Motor-sensory skills	Language	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Uni paca girl	M4ALL	<a href="http://m4all-community.org/enrol/index.php?id=3">http://m4all-community.org/enrol/index.php?id=3</a>	Motor-sensory & cognitive skills	n/a	Primary school	English		Kinect
Walks	Kinems	<a href="https://academy.kinems.com/games/walks">https://academy.kinems.com/games/walks</a>	Cognitive & Motor-sensory skills	n/a	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Word Mage	David Renton	<a href="https://drenton72.wordpress.com/downloads">https://drenton72.wordpress.com/downloads</a>	Academic & Motor-sensory skills	Language	Primary school	English	Free download	Kinect camera
Word Sposh	Kinems	<a href="https://academy.kinems.com/games/word-splosh">https://academy.kinems.com/games/word-splosh</a>	Cognitive, Motor-sensory & Academic Skills	Language	4 to 8 years old	English and Greek	Paid	Kinect camera

Xdigit	Elwin Lee	<a href="http://www.elwinlee.com/portfolio/game/xdigit/">http://www.elwinlee.com/portfolio/game/xdigit/</a>	Academic & cognitive skills	Mathematics	Primary school	English	Non commercial Creative Commons Licence; Free download.	Kinect camera
Yeti Jump	Kinems	<a href="https://academy.kinems.com/games/yeti-jump">https://academy.kinems.com/games/yeti-jump</a>	Motor-sensory, Academic and Cognitive Skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Yummy Pairs	Kinems	<a href="https://academy.kinems.com/games/yummy-pairs">https://academy.kinems.com/games/yummy-pairs</a>	Motor-sensory, Academic & Cognitive Skills	Mathematics	4 to 8 years old	English, Greek and Spanish	Paid	Kinect camera
Zoko Write	Kinems	<a href="https://academy.kinems.com/games/zoko-write">https://academy.kinems.com/games/zoko-write</a>	Motor-sensory & Academic skills	Language	4 to 8 years old	English	Paid	Kinect camera