



Global Junior Challenge

Projects to share the future

Published on *Global Junior Challenge* (<https://www.gjc.it>)

[Home](#) > Brainius Digital Games in Inclusive Education

Brainius Digital Games in Inclusive Education

Nome dell'ente che lo ha realizzato /ORGANIZATION/INSTITUTE PRESENTING THE PROJECT: *: Centro Educa

Regione/Region: América

Paese/ Country: Brasil

Città/ City: Rio de Janeiro

Descrizione del progetto/Describe the project : Brainius was the game I created to stimulate memory and to stimulate memory. Brainius helped identify 5 children with Irlen Syndrome (IS), a condition that impedes learning! The use of robots and games such as Brainius for people with intellectual disabilities has significantly improved their learning. It stimulated speech, giving them digital literacy opportunities. The exposure to red color was performed and it was observed that the convergence insufficiency with the use of Brainius. It was observed that the reflected light of the game regardless of gender and color vision can identify Irlen Syndrome (IS), Technology is all around us and we and adults are all indistinctly connected to the internet using smartphones. The use of digital games, smart classrooms and digital tools are used in schools today. A well-equipped school may offer excellent learning opportunities. The brain and visual organs be able to receive all this information. Sleep Medicine Charles Czeisler has done a number of studies. A study group found that the brightness generated by electronic devices is not alive. Blue light mainly blocks the production of the hormone melatonin, making us sleepy. The part of the brain responsible for producing melatonin produces a substance called melatonin, which builds up over time. I notice a reduction in sunlight (even at sunset). The light from the sun and even those white energy-saving light bulbs, making it difficult to sleep at night yet. Result: sleep does not come. A child who is born with Irlen Syndrome in a group of less than three years. Future damage that may be irreversible.

Categoria del progetto/Project category : Educazione fino ai 15 anni/Up to 15 years

Link al video di presentazione/Link to the presentation video: <https://photos.app.goo.gl/CeJyAA9zN>
<https://photos.app.goo.gl/eHc5z4f68M>

In che modo il progetto usa le tecnologie in modo innovativo/Use of technologies ...: I used Arduino Uno and Irlen Syndrome in

school exams. Neurologist Dr Antonio identified this syndrome after the student used the game. The objective of this activity was to investigate the light exposure reflected by the digital games inserted in the students' daily life and school life. In a cross-sectional study conducted in Rio de Janeiro, 150 individuals were interviewed. Complaints and diagnoses were variables regarding the photosensitivity to digital games and especially the Brainius game. Brainius was the game I created to stimulate memory. <https://photos.app.goo.gl/CeJyAA9zNDY7fmDz7>

Indicare gli elementi di innovazione del progetto:/ What are the technological aspects of the project?: Brainius he concluded t and age, wa under three significantly inserted. It family and / technologie neurotrans observed th <https://phot>

Quali sono gli aspetti tecnologici del progetto?/What are the technological aspects of the project?: Analysis of t association with a geni This studen Neurologist concluded t and age, wa under three significantly inserted. It i family and / technologie neurotrans

Con quanti utenti interagisce il progetto?/How many users does the project interact with? : I used Arduin syndrome in a school exams game 550 stu offered to bak occupation of

Di quali mezzi o canali si avvale il progetto?/Which media or channels does the project use?: It was cor education children u significant inserted. I family and technolog neurotrans

Il progetto è già stato replicato? /Has the project already been replicated? : NO, it's my inovation. I detecting Irlen's syndro could not study for sch student used the game

Quali sono le aspettative future?/What are future expectations?: This game may help in identifying to exposure to red color was perfo

convergence insufficiency with the use of Brainius. Brainius was the game I created to stimulate memory. Brainius helped identify 5 children with Convergence Failure, which impedes learning! The use of robots and games such as Scratch with children and young people with intellectual disabilities has significantly improved coordination, interaction and stimulated speech, giving them digital literacy opportunities. Analysis of the reaction to exposure to red color was performed and it was observed the association of symptoms of convergence insufficiency with the use of Brainius. It was concluded that the exposure to reflected light of the game regardless of gender and education and age, was possible to identify Irlen Syndrome (IS),

Allegati/Attachments:  [brainius_digital_games_in_inclusive_education.pdf](#) ^[1]

Durata progetto/project duration:

start in 2018/01/02 - 20 months

Tipologia dell'ente/Kind of organization:

Private Institution

Fondazione Mondo Digitale
Via del Quadraro, 102 / 00174 - Roma (Italia)

Copyright © 2000-2010 · Tutti i diritti riservati.

Organizzazione con sistema di gestione certificato UNI EN ISO 9001:2008 / CERMET n.6482
del 26/04/2007.

[Privacy Policy](#)

Source URL: <https://www.gjc.it/en/content/brainius-digital-games-inclusive-education>

Links

[1] https://www.gjc.it/en/system/files/progetti/allegati/brainius_digital_games_in_inclusive_education.pdf