



An Investigation into the use of Mobile Software for teaching individuals with Dyslexia

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The Problem

There is a lack of dyslexia support solutions for Dyslexia on the market, free or not. a mobile application is the greatest solution. With this, users can simply use their own devices, saving different educational institutes a hefty amount of money, allowing them to support part of their budget elsewhere, as well as provide home learning for students who suffer with anxiety in a crowded classroom atmosphere

The Objectives

- Design a Mobile Application through diagrams and drawings
 - Drawn diagrams to over and overview of the application
 - Colour schemes to provide a visual and artistic point of view
- Research the best approach towards development as well as resources for development
- Research into software solutions and what other apps have formally done to provide a final solution
- Improve the Design and Application through a recursive development cycle whereby the Agile life cycle will be used as its core
- Development should be a constant cycle of development and testing, continually improving from each step

Testing Results

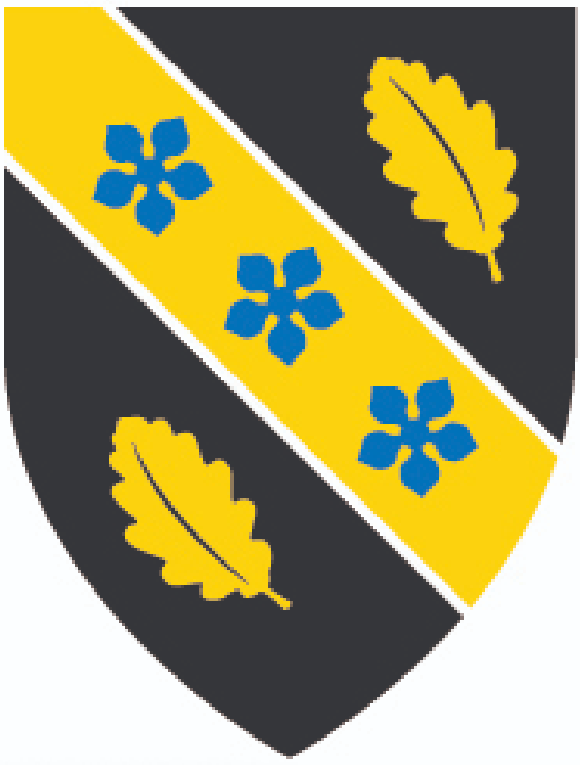
there was not enough time for testing, other than a subject who suffers from Dyspraxia and Dyslexia found the application useful, but concluded that at her age of 22, that it appears to be something better for a younger audience such as 5 to 14 year olds. Due to its simple nature. The objectives were mostly all met, other than research into the current mobile application ecosystem and interviewing a collection of candidates to test the mobile application. Even though these are minor objectives, the latter is extremely important, and something that the project could benefit from.

Conclusion

Overall what I learnt was that the project was a major challenge, intellectually stimulating and a personal goal.

The skills I had were somewhat not enough, time-management could have improved greatly to manager time greater especially towards more research, more features for the mobile application, as well as more freedom towards other goals within the project such as the design which could have been improved.

If I could repeat this process again, managing my time through an application such as Trello or Toms Planner, even a mobile application so that I could specifically allocate tasks for the project amongst my job, hobbies and other classes I attend.



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