



fordys
VAR

Fostering Inclusive Learning
for Children with Dyslexia

NEWSLETTER - AUGUST 2020

SOFTWARE VR/AV

The Virtual Reality (VR) and Augmented Reality (AR) video game software is now available in English version.

Each of the partners has made **the text translations as well as the necessary audio files to be able to develop the software** in the different versions according to the consortium's languages: Spanish, Italian and Romanian.

The project partner ARSOFT, as a software development company, is doing the editing and assembly work and the game will soon be accessible on the project website in all languages.

After the development of the software, the **implementation and evaluation** of the software will be carried out with the stakeholders in the coming months.



Co-funded by the
Erasmus+ Programme
of the European Union

FORDYS-VAR [2018-1-ES01-KA201-050659] is a project co-financed by the Erasmus + program, KA2 - Cooperation for innovation and the exchange of good practices KA201 - Strategic partnerships for school education.

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein



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GUÍA DIGITAL INTERACTIVA

In order to facilitate the **use and management of the Augmented Reality and Virtual Reality** applications generated within the FORDYS-VAR project, an interactive digital guide has been designed.

The final audiences for this guide is children with dyslexia, families, professionals, and teachers working in the field of dyslexia who may use the applications.

For its preparation and design, the principles of **Universal Design for Learning** have been followed, thus promoting the elimination of learning barriers, and facilitating multiple ways of representing information, involvement, action and expression. It is an Open Educational Resource, available on the project website and accessible to all who need to use it.

To find out if the interactive digital guide designed meets the Universal Design for Learning (UDL) criteria, an **evaluation by experts** in dyslexia has been carried out.



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Interactive digital guide

START

http://bit.ly/Interactive_Guide_FORDYSVAR

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