



**fordys**  
VAR

Fostering Inclusive Learning  
for Children with Dyslexia

# DISSEMINATION REPORT

**SPAIN** K-Veloce

*August 2020*



III Dissemination report- Kveloce  
Dissemination events registry May 2020- October 2020

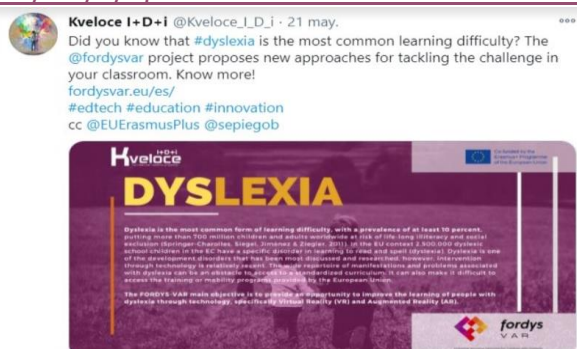
Project No.	Project nº 2018-1-ES01-KA201-050659
Project title	Fostering Inclusive Learning for Children with Dyslexia in Europe by Providing Easy-to-Use Virtual and/or Augmented Reality Tools and Guidelines


Dissemination activity description:

No.: 1	Activity name: Tweet
Short activity description	Did you know that <a href="#">#dyslexia</a> is the most common learning difficulty? The <a href="#">@fordysvar</a> project proposes new approaches for tackling the challenge in your classroom. Know more! <a href="https://fordysvar.eu/es/">https://fordysvar.eu/es/</a> <a href="#">#edtech</a> <a href="#">#education</a> <a href="#">#innovation</a> cc <a href="#">@EUErasmusPlus</a> <a href="#">@sepiegob</a>
Activity date or period	21, May 2020
Country, Region, City of the activity	ONLINE
Target group(s)	Business, research
Number of participants or reached people (e.g. by article)	296 impressions and 30 engagement

*Please attach min. 1 max.4 pictures from the activity if relevant (e.g. photos, picture of an article etc.)*

[https://drive.google.com/file/d/1j\\_KD6sFJEdlmeCivGdBewCI6hwMahdrh/view](https://drive.google.com/file/d/1j_KD6sFJEdlmeCivGdBewCI6hwMahdrh/view)



No.: 2	Activity name: Tweet
Short activity description	<p>The <a href="#">@fordysvar</a> includes <a href="#">#AR</a> and <a href="#">#VR</a> for adolescents with <a href="#">#dyslexia</a>, fostering immersion, presence, interaction and conceptual change.</p> <p><a href="https://fordysvar.eu/es/#edtech#education#innovation">https://fordysvar.eu/es/#edtech#education#innovation</a> cc <a href="#">@EUErasmusPlus</a> <a href="#">@sepiegob</a></p>
Activity date or period	26, May 2020
Country, Region, City of the activity	ONLINE
Target group(s)	Business, research
Number of participants or reached people (e.g. by article)	180 impressions y 30 engagement
<p><i>Please attach min. 1 max.4 pictures from the activity if relevant (e.g. photos, picture of an article etc.)</i></p> <p><a href="https://drive.google.com/file/d/13Su2Nkh057eGallaqaexGVto52rJRt7k/view">https://drive.google.com/file/d/13Su2Nkh057eGallaqaexGVto52rJRt7k/view</a></p> 	

No.: 3	Activity name: Tweet
Short activity description	<p>The <a href="#">@fordysvar</a></p> <p>includes <a href="#">#AR</a> and <a href="#">#VR</a> creating a safe and controlled environment and improving the children and teenagers' motivation</p> <p><a href="https://fordysvar.eu/es/">https://fordysvar.eu/es/</a> <a href="#">#edtech</a> <a href="#">#education</a> <a href="#">#innovation</a> <a href="#">#dyslexia</a> cc</p> <p><a href="#">@EUErasmusPlus</a></p> <p><a href="#">@sepiegob</a></p>
Activity date or period	28, May 2020
Country, Region, City of the activity	ONLINE
Target group(s)	Business, research
Number of participants or reached people (e.g. by article)	64 impressions, 6 engagements

Please attach min. 1 max.4 pictures from the activity if relevant (e.g. photos, picture of an article etc.)

<https://drive.google.com/file/d/1m8HSmNBw1h6uwGDY09739Ukut5eRJ7JP/view>



No.: 4	Activity name: LinkedIn
Short activity description	The <a href="#">FORDYSVAR UBU</a> project is led by the <a href="#">Universidad de Burgos</a> , funded by the Erasmus+ project KA2 programme, and we participate as partners :) FORDYSVAR aims at integrating innovative ICT tools based on VR and AR for fostering the engagement and improving the adherence to the dyslexia therapy and education You can find more information at <a href="https://lnkd.in/dJMjAsm">https://lnkd.in/dJMjAsm</a> Twitter: <a href="https://lnkd.in/dAeDv82">https://lnkd.in/dAeDv82</a> hashtag#AugmentedReality hashtag#AR hashtag#VirtualReality hashtag#VR hashtag#dyslexia hashtag#SEN
Activity date or period	2, June 2020
Country, Region, City of the activity	ONLINE
Target group(s)	Business, research
Number of participants or reached people (e.g. by article)	

Please attach min. 1 max.4 pictures from the activity if relevant (e.g. photos, picture of an article etc.)

[https://drive.google.com/file/d/1KrS0g92ROVm3vWL6giz\\_DracJ0GeW4DY/view](https://drive.google.com/file/d/1KrS0g92ROVm3vWL6giz_DracJ0GeW4DY/view)



No: 5	Activity name: Tweet
Short activity description	Hoy y mañana nuestras socias de la @UBUEstudiantes organizan los #ErasmusDays2020 ¡Mantente al tanto! Vaa ser muy interesante ;)
Activity date or period	15, October 2020
Country, Region, City of the activity	ONLINE
Target group(s)	Business, research
Number of participants or reached people (e.g. by article)	64 impressions, 6 engagements

Please attach min. 1 max.4 pictures from the activity if relevant (e.g. photos, picture of an article etc.)

<https://drive.google.com/file/d/1FSRajKowylkmlOvY6HrMHnIQy3o3fQd/view>



**Kveloce I+D+i** @Kveloce\_I\_D\_i · 15 oct.

Hoy y mañana nuestras socias de la @UBUEstudiantes organizan los #ErasmusDays2020 ¡Mantente al tanto! Vaa ser muy interesante ;)



**FORDYSVAR** @fordysvar · 15 oct.

Do you know the #Fordysvar project?

#ErasmusPlusSEPIE  
 #ErasmusDay  
 #Dyslexia  
 #VirtualReality  
 #AugmentedReality

cc @sepiegob  
 @UBUEstudiantes  
 @Kveloce\_I\_D\_i  
 @ARSOFTCOMPANY  
 @medea  
 @ABCDislexici

We present it here



[youtu.be/0v4N3gQIric](https://youtu.be/0v4N3gQIric)



Kveloce I+D+i @Kveloce\_I\_D\_i · 21 may.

000

Did you know that #dyslexia is the most common learning difficulty? The @fordysvar project proposes new approaches for tackling the challenge in your classroom. Know more!

[fordysvar.eu/es/](http://fordysvar.eu/es/)

#edtech #education #innovation

cc @EUErasmusPlus @sepiegob

**Kveloce** I+D+i

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

# DYSLEXIA

Dyslexia is the most common form of learning difficulty, with a prevalence of at least 10 percent, putting more than 700 million children and adults worldwide at risk of life-long illiteracy and social exclusion (Springer-Charolles, Siegel, Jiménez & Ziegler, 2011). In the EU context 2.500.000 dyslexic school children in the EC have a specific disorder in learning to read and spell (dyslexia). Dyslexia is one of the development disorders that has been most discussed and researched, however, intervention through technology is relatively recent. The wide repertoire of manifestations and problems associated with dyslexia can be an obstacle to access to a standardized curriculum. It can also make it difficult to access the training or mobility programs provided by the European Union.

The FORDYS-VAR main objective is to provide an opportunity to improve the learning of people with dyslexia through technology, specifically Virtual Reality (VR) and Augmented Reality (AR).

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Making inclusive learning for children with dyslexia





Kveloce I+D+i @Kveloce\_I\_D\_i · 26 may.

ooo

The @fordysvar includes #AR and #VR for adolescents with #dyslexia, fostering immersion, presence, interaction and conceptual change.

[fordysvar.eu/es/](http://fordysvar.eu/es/)

#edtech #education #innovation

cc @EUErasmusPlus @sepiegob

**Kveloce** I+D+i  
FOR THE NEW NORMAL MARKET

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

# AR AND VR

The European Disability Strategy 2010-2020 pointed out that we must pay special attention to accessibility in terms of materials and communication channels, promoting design-centered approaches for all people. FORDYS-VAR project tries to offer tools to a large group that is at risk of exclusion, since many of the children affected by dyslexia do not continue their higher education. This fact causes that children affected by dyslexia do not access the educational and labor world from a perspective of equity.

AR and VR include **immersion, presence, interaction, transduction and conceptual change**. In this way the activities presented will be in real life contexts, which will take place in a dynamic, multisensory, controlled and safe environment.

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Fostering Inclusive Learning for Children with Dyslexia







**Kveloce I+D+i** @Kveloce\_I\_D\_i · 28 may.



The @fordysvar includes #AR and #VR creating a safe and controlled environment and improving the children and teenagers' motivation [fordysvar.eu/es/](https://fordysvar.eu/es/)

#edtech #education #innovation #dyslexia

cc @EUErasmusPlus @sepiegob

**Kveloce** I+D+i  
Co-funded by the Erasmus+ Programme of the European Union

# AR AND VR

**The FORDYS-VAR project provides an innovative and technological approach to the treatment of Dyslexia in children.**

Many of the traditional treatments (based on paper and pencil) often become boring and very demanding. Working with the AR and the VR provides people with dyslexia a **safe and controlled environment**, improves their motivation, contributes to generate high levels of interaction. Another advantage that we must emphasize is that you get an immediate feedback through technology, which contributes to improve visual skills and memory.

**fordys**  
VAR  
Supporting Inclusive Learning for Children with Dyslexia



**Kveloce I+D+i** @Kveloce\_I\_D\_i · 28 may



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You can find more information at <https://lnkd.in/dJMjAsm>

Twitter: <https://lnkd.in/dAeDv82>

#AugmentedReality #AR

#VirtualReality #VR

#dyslexia #SEN

Ver traducción

# DYSLEXIA

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Revolving Innovation Learning for a Better World

## AR AND VR

European Disability Strategy 2010-2020 pointed out that we must pay special notice to accessibility in terms of materials and communication channels, promoting centered approaches for all people. FORDYS-VAR project tries to offer two to three groups that is at risk of exclusion, since many of the children affected by dyslexia continue their higher education. This fact causes that children affected by dyslexia access the educational and labor world from a perspective of equity.

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## AR AND VR

FORDYS-VAR project provides an innovative and technological approach to the treatment of dyslexia in children.

Traditional treatments (based on paper and pencil) often become very demanding. Working with the AR and the VR provides people with a safe and controlled environment, improve their motivation, contribute to high levels of interaction. Another advantage that we must emphasize is that we get an immediate feedback through technology, which contributes to improve visual skills and memory.

