VerbaVision

Turn challenges into superpowers by using AR and VR to explore letters, words and numbers, from different perspectives.

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Do you know?

Our motivation:

50% of dyslexic individuals experience anxiety, frustration, or low self-esteem.

Dyslexic people can show exceptional performance across a range of cognitive abilities, complex problem-solving skills, and technical skills.

7% young population with dyslexia

20% of population present traits

Dyslexia is best described as a combination of abilities and difficulties that affect the learning process in areas such as reading, writing, and spelling. Dyslexics often process information differently from non-dyslexics, with challenges like difficulty remembering tables, problems with letters, and difficulties understanding written language (Reid, 2011).

The **University of Cambridge** argues that people with dyslexia have **enhanced abilities** in certain areas, including **discovery**, **invention**, and **creativity**. We urgently need to start nurturing this way of thinking to allow humanity to continue to adapt and solve key challenges, said lead author Taylor (World Economic Forum, 2022).

Methodology:

I — INTERDISCIPLINARY IDEATION:
BRAINSTORMING: PERSONAS, XR RESOURCE TO BE CREATED, STORYLINE, HOW TO COMMUNICATE, ETC

Psychology, E-Health, HCI, Coding VR, Learning, Pedagogy, Communication, resources, Business, Innovation, Sustaintability, Research

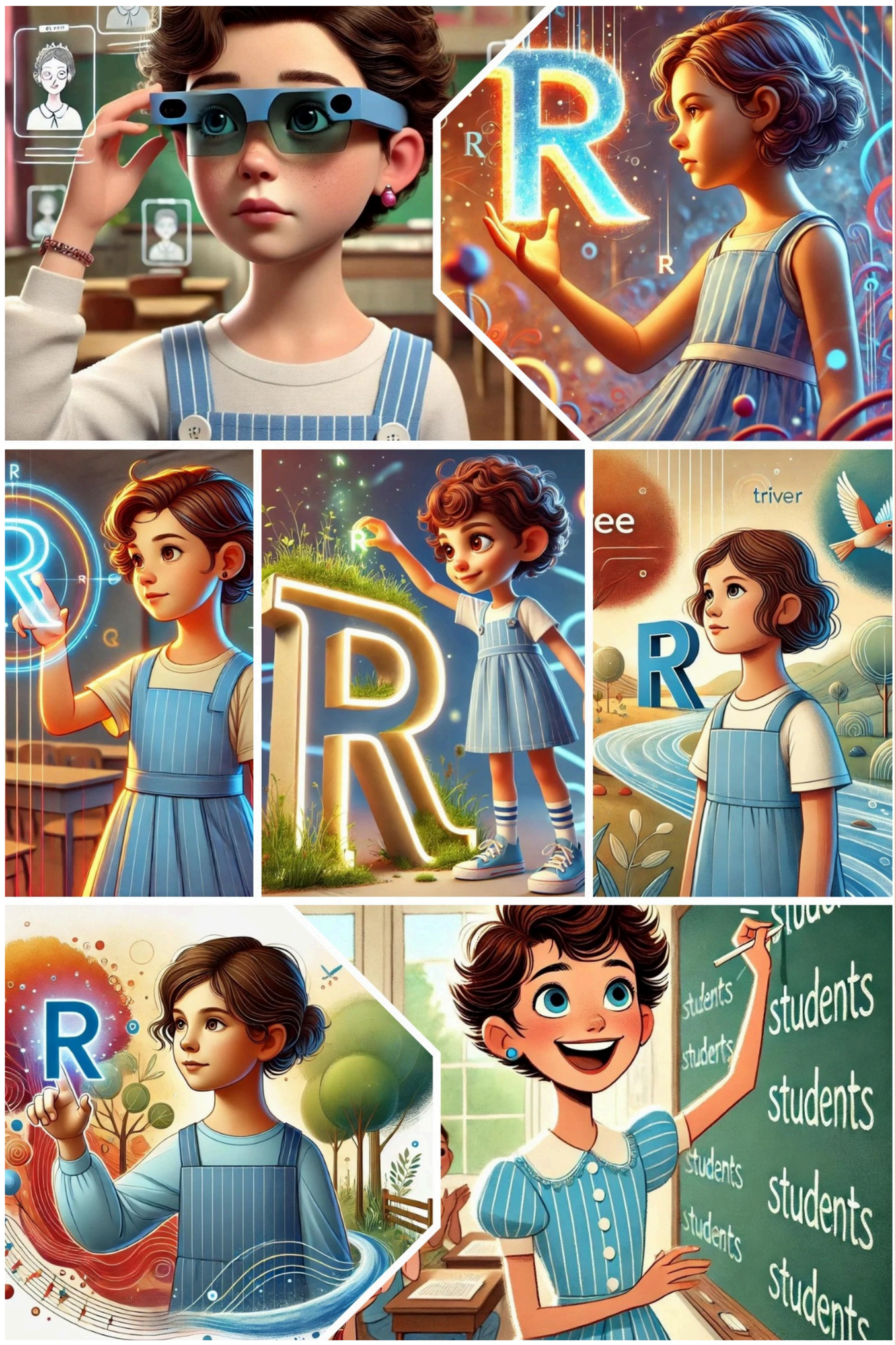
T — THEORETICAL FOUNDATION:
RESEARCH ABOUT SCIENCE, TALKS, WHAT IS BEING DONE, TESTIMONIALS, IMPACTS

McKinsey & Company, WORLD ECONOMIC FORUM, www.researchrabbit.ai, GALLUP, ChatGPT, ELSEVIER, consensus

U — UNIVERSAL COMMUNICATION:
COLABORATIVE RESOURCES

Canva, padlet

Our vision (prototype): Alex journey



Positive impact:

Enhance reading skills
Improve social interaction
Boost confidence
Boost self-esteem
Enhance writing skills
Better education outcome