



## Global Junior Challenge

Projects to share the future

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### Brainius Digital Games in Inclusive Education

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

**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. Brainius helped identify 5 children who have a learning disability. The use of robots and games such as Brainius has significantly improved the learning of people with intellectual disabilities, giving them digital literacy opportunities. The use of 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. Brainius helped identify Irlen Syndrome (IS), Technology is all around us. We are all connected to the internet using smartphones. 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 opportunities for the brain and visual organs be able to receive all this information. Sleep Medicine Charles Czeisler has done a number of studies. A group found that the brightness generated by electronic devices is not alive. Blue light mainly blocks the production of the hormone melatonin. Sleepy. The part of the brain responsible for producing melatonin produces a substance called melatonin, which builds up. We notice a reduction in sunlight (even at sunset). The light from the sun and even those white energy-saving light bulbs, make it difficult to sleep at night yet. Result: sleep does not come. A child who is born with 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>

**In che modo il progetto usa le tecnologie in modo innovativo/Use of technologies ...:** I used Arduino Uno and a sensor module to create a game that helps children with Irlen syndrome in their school exams.

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 bab occupation of

**Di quali mezzi o canali si avvale il progetto?/Which media or channels does the project use?:** It was con 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

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](https://www.gjc.it/system/files/progetti/allegati/brainius_digital_games_in_inclusive_education.pdf) <sup>[1]</sup>

**Durata progetto/project duration:**

start in 2018/01/02 - 20 months

**Tipologia dell'ente/Kind of organization:**

Private Institution

Fondazione Mondo Digitale

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**URL di origine:** <https://www.gjc.it/content/brainius-digital-games-inclusive-education>

**Collegamenti**

[1] [https://www.gjc.it/system/files/progetti/allegati/brainius\\_digital\\_games\\_in\\_inclusive\\_education.pdf](https://www.gjc.it/system/files/progetti/allegati/brainius_digital_games_in_inclusive_education.pdf)