

An intergalactic journey to improve reading fluency and overcome dyslexia

LOCATION: Granada

DURATION: 1'49"

SUMMARY: Researchers from the University of Granada have developed an app that significantly improves reading fluency in children with dyslexia. The app, called 'Galexia', is available on Android, and has been nominated for the Best University Game by the Spanish Academy of Arts and Interactive Sciences.

VTR:

Scientists from the Mind, Brain and Behaviour Research Centre of the University of Granada have developed an app that significantly improves reading fluency in children with dyslexia and reading and writing difficulties. This app contains exercises that have been previously tested by these researchers and that showed good results in the treatment of these difficulties.

FRANCISCA D. SERRANO
Prof. Faculty of Psicology

"An intervention method that combines repeated reading with accelerated reading."

JOSÉ FRANCISCO BRAVO
Galexia Developer

"It is training, what we want is that, from the first moment, the user thinks that it is a game."

Dyslexia can affect reading and writing, making people mix up letters or words. In the Granada with Dyslexia Association they have used the app and proved its benefits.

PENÉLOPE MORENO
Pres. Granada with Dyslexia

"They begin to realise that they can read much faster, that they are able to understand texts and they feel like reading more books."

This app named Galexia is an interactive game set in an intergalactic journey between the Earth and the planet where the alien that plays the lead role in the game was born.

FRANCISCA D. SERRANO
Prof. Faculty of Psicology

"Games that help to improve phonological, orthographic, decoding and letter-sound correspondence skills. These are the basis of reading development."

The app was nominated in 2016 for the Best University Game by the Spanish Academy of Arts and Interactive Sciences, and its use improves the users' skills.

FRANCISCA D. SERRANO
Prof. Faculty of Psicology

"The intervention programme improves reading fluency in all cases. In addition, we obtained better results in reading comprehension and precision, and reading mistakes were reduced."

It is available on Android devices and aimed at children between 7 and 11 years old. It has over 4.500 downloads, with an average of a hundred per day. This app is being spread among associations and schools in Spain and other countries, such as Argentina or Ecuador, have shown interest in it.

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