Game Development for Early Language Acquisition in High-Risk Children

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Our Team

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The Problem

• Educational inequalities affecting children of low-income households begin before preschool

The Problem

• By age 2, there are already considerable differences in vocabulary from low- and high-income households

Our Solution

• To bridge the language learning gap by developing a free game that facilitates language development
Why Games

• Tablet and touchscreen use reaches 95% of children by age 4
• Didactic and interactive storytelling strategies are powerful tools for learning
• Games can effectively teach language and literacy skills
Our Development Process

• Built on best practices in
  – child development
  – game design
  – mixed-methods research
  – community-based participatory research
Focusing on Children

One of our research assistants engages a child in activities.
Research-informed Design

A two-year-old girl plays a game on the tablet.
Connecting with Communities

Jennifer Miller visits Wells Elementary School to talk to educators and parents.
Our vision is a world where all children have equal opportunity for educational and professional attainment
Societal Impact

• Increased educational, professional, and economic opportunity for individuals

• Increases in economic growth, innovation, and entrepreneurship for communities
Thank you.