GraphoGame

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Projekt namn: GraphoGame

Summary:
Graphogame is a child-friendly computer game that helps children to learn the basic letters and their sounds. Through a series of levels, gradually, the child is able to construct these letters into small words and then larger words. Importantly, the game incorporates a dynamic element in that it also adapts to the child's own level of ability and sets further levels in accordance with this ability. This prevents frustration in the context of learning while, at the same time, enjoyable positive feedback sustains the child's interest in playing for sufficient time for learning to be established.

Project website: http://info.graphogame.com

Slide share:

Summary and magnitud:
GraphoGame was originally designed in Finland to help children learn letter- sound correspondences. The EU funded a large-scale cross-linguistic investigation of GraphoGame was done in in Finland, Switzerland, Holland and Britain. By now, GraphoGame has global impact and is applied in Africa (in languages such as Kiswahili and Afrikaans), Asia (e.g. Mandarin Chinese) and many European Languages.

Argument for nomination:
The activity presents a great example for highly innovative educational services from Finland which have been adapted to a global market. It has an enormous effect as it addresses the ability to read and write and accordingly the foundation for any education. The games address are focused on children from regions with low education but also at children with learning disorders. The activity can provide a good example how other great activities from the nordic and baltic countries can use their potential and reach an international recognition.

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