

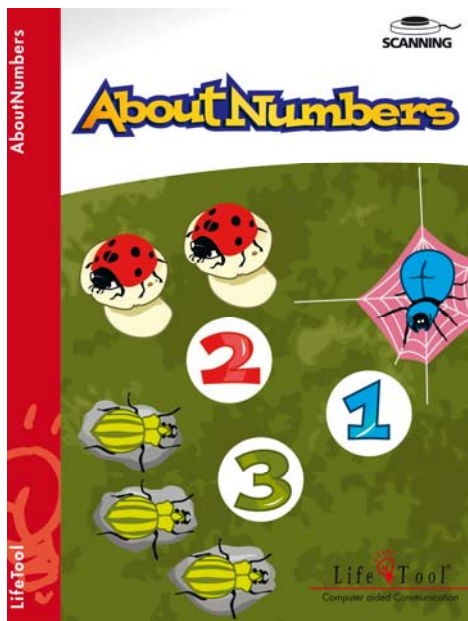
# Life Tool<sup>®</sup>

Computer aided Communication

**LifeTool**  
Pablo  
KonZen  
Archimedes  
AboutJobs  
FlashWords  
SwitchTrainer  
CatchMe WheelSim  
PlayWithMe ShowMe AboutNumbers  
softwarePuzzleWorld

2009/2010

## ABOUT NUMBERS



### Numbers and sets in the number domain up to 10

AboutNumbers is an early math game dealing with counting, sets, numbers and calculating in the number domain up to 10. An important feature throughout the entire program is the structured representation of sets (2 lines and 5 columns) to facilitate non-counting strategies of recognizing sets, the understanding of the relation among numbers and the notion of numbers in general.

The program is designed for pre-school and elementary school children with or without impairments, for persons with math deficiencies, as well as young people and adults with learning disabilities.

### Target group

AboutNumbers is designed for pre-school and elementary school children with or without math deficiencies, as well as children/ young people/ adults with learning disabilities.

### Operating modes

- Mouse or alternative input device
- Touch screen
- Scanning with 1, 2 or 3 switches/ buttons
- Dwelling

### System requirements

Pentium 450 MHz, 256 MB RAM, up to 80 MB disk space, screen resolution at least 1024 x 768 at 16-Bit-colors, Sound card, CD drive, Windows 7/Vista/XP/2000, recommended: 17" monitor.

## KONZEN 2.0



### A PROGRAM FOR ENHANCING CONCENTRATION AND COGNITION

KonZen 2.0 is the follow-up of the successful visual training program Kon-Zen. With the three different playing modes available – Quick Fit, Matching Pairs and Flash Figures – the skills in optical differentiation, position in space, short-term memory, attention and concentration will be trained and eventually improved.

The program stands out due to its wide range of setting options of the data as well as of the level of difficulty and it is designed for children, young people and adults who want to improve their visual and cognitive skills.

Compared to the previous version this KonZen 2.0 offers two additional game modes: the first one is a set of predefined levels that will automatically adjust to the skills of the player (Autopilot) and the second one offers predefined levels of difficulty with graphical evaluation and highscore lists, so that the players may compete with each other (Statistics/Highscore).

### Target group

KonZen 2.0 is the right program for children from the age of 3 as well as for teenagers and adults who have difficulties with visual basal competencies.

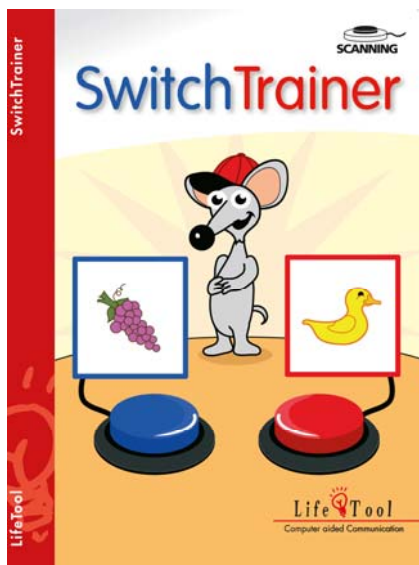
### Operating modes

- Mouse or alternative input device
- Touch screen
- Scanning with 1, 2 or 3 switches/ buttons
- Dwelling

### System requirements

Pentium 450 MHz, 256 MB RAM, up to 80 MB disk space, screen resolution at least 1024 x 768 at 16-Bit-colors, Sound card, CD drive, Windows 7/Vista/XP/2000, recommended: 17" monitor.

## SWITCH TRAINER



### A program training the handling of 2 switches

**SwitchTrainer** is a program for learning how to handle 2 switches in computer operation. It was mainly designed for physically impaired children with or without a learning disability. Apart from having fun, it is the object of the program to teach the use of 2 switches so that computer games operated via 2-Switch scanning mode can be handled. **SwitchTrainer** may generally be operated with one switch and the automatic scanning mode, the focus, however, is on 2-Switch operation.

The individual games offer a variety of options to learn, practice and consolidate the handling of two switches. Initiative and learning by doing will be focused rather than reacting to preset answers and the solving of tasks.

### Fields of application

- Nursery school, early intervention
- Training of switch handling
- Ergotherapy
- Children with physical impairments
- gaming on the computer

### Operating modes

- Mouse
- Keyboard
- Scanning with 1 or 2 switches/ buttons

### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## PlayWithMe



### Shared gaming on the computer

PlayWithMe is a collection of entertaining animation games that can be operated with one switch or two switches. The complexity of the activities varies from game to game. If the player presses the switch, he/ she may control the activities and collect points – provided that he/ she presses the switch at the right time. The object of the game, apart from having fun, is to reach a maximum number of points. PlayWithMe offers the possibility to play together with another person. In some of the games the two players will be opponents whereas in others they will have to collaborate to win the game.

#### Target group

- Nursery school, early intervention
- Training of switch handling
- Ergo therapy
- Children with physical impairments
- (Shared) Gaming

#### Operating modes

- Mouse
- Keyboard
- Whiteboard
- Scanning with 1 or 2 switches/ buttons

#### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## CATCHME 2.0



## LEARNING HOW TO USE THE MOUSE

CatchMe is an easy-to-handle program for learning how to use the mouse or an alternative mouse device (joysticks or similar). The many different options allow for a good overview on the monitor (**eye-motor-monitor-coordination**) as well as for a step-by-step approach to correct movements. The user practices to control the mouse and at the same time to match colours, shapes (and combinations of the two), letters and figures. Different games (such as ballooning, mazes, colouring and uncovering games) give an amusing overview of the progress. The aim is to teach the user the most important mouse activities needed in common Windows applications (movement, left click, double click, click-drag-click, drag and drop).

### Target group

Children, teenagers and adults

- who want to learn to use the mouse on the computer
- especially people with **physical and/ or coordinating disabilities**
- who want **to learn about colours, shapes, letter and figures** and how to **distinguish** them
- who have a **mental disability** and want to play

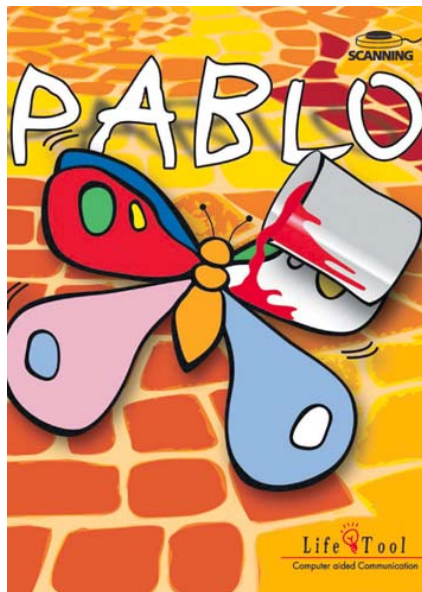
### Operating modes

- Mouse
- Keyboard

### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## PABLO



### COLORING BOOK WITH SCANNING FEATURE

PABLO contains 6 exercises for **coloring** and **copying** with increasing levels of difficulty. In the first exercise only 1 key/button is needed, the exercises 2 to 4 can be played with 1 or 2 keys/buttons. Two exercises for creative coloring and copying can only be operated by using a mouse. The package contains **350** pictures of different levels of difficulty. **Personally produced** or **scanned pictures** can be imported. The aim of the exercises is to **have fun** and to **enhance creativity**. On the other hand, PABLO also offers **psychological** and **educational aspects** with regard to learning: The concept of cause and effect can be trained. The selection of colors allows for the perception of realistic or unrealistic colors; some exercises aim at training the ability to click at a specific moment, at training perceptive capabilities, etc.

#### Target group

Children and adults with physical and/or mental disabilities. The program is a creative pastime but can also be used to train perceptive capabilities and the handling of input devices.

#### Operating modes

- Mouse
- Keyboard
- Scanning with 1 or 2 switches/ buttons

#### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## SHOW ME AAC



### Learning and practicing of terms

ShowMe is a program that is used to learn and practice terms in English, Spanish, Italian, German, Turkish or Serbian, thus to learn PCS symbols for communication. It contains a great variety of beautiful cards that are presented very clearly. Apart from a great number of terms of everyday life (about 350) which are grouped according to special topics the program also offers material for the subjects **Colors, Shapes, Size, Letters, Numbers, Sets and the clock.**

Four playing modes are available: In the mode **Practice** you can click on a card and the name will be read out to you. With the mode **Find** the computer will ask you to find and click on a specific card thus testing your understanding of words. In the mode **Memorize** the computer will ask you to find several cards in a row thus trying to improve your memory. The mode **Recall** is an easy type of memory that is played with covered cards.

### Target group

- Infant school
- Special education and integrative learning
- Logopedics
- Program to learn basic vocabulary in German, English, Italian, Spanish, Türkisch or Serbian

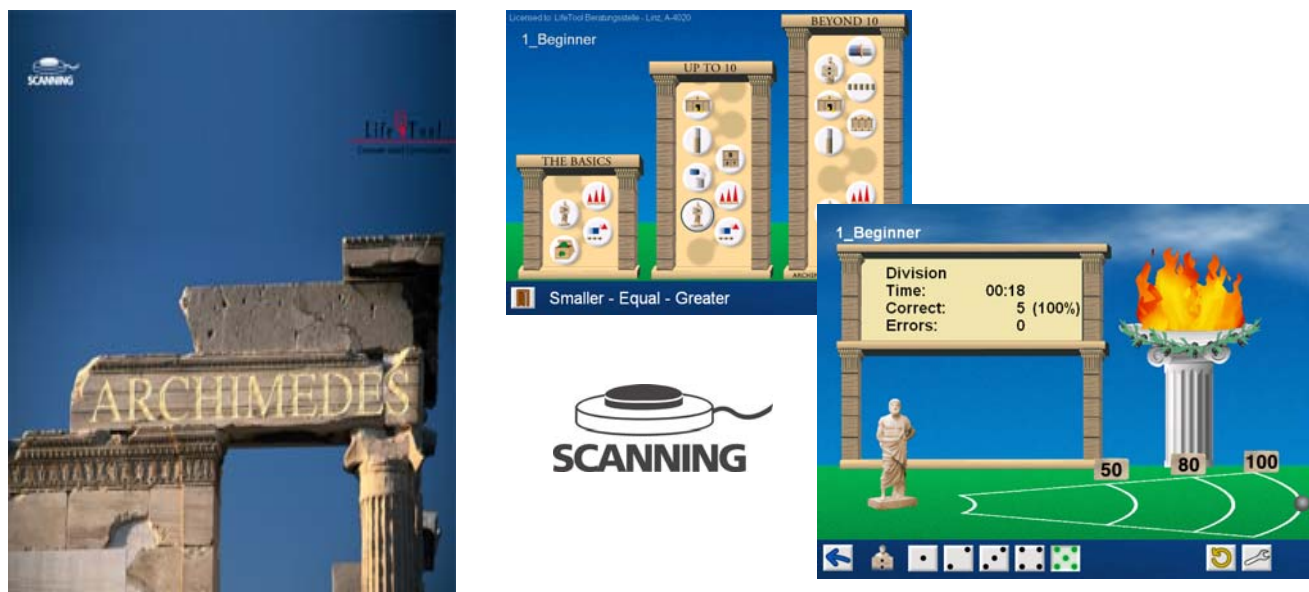
### Operating modes

- Mouse or alternative input device
- Touch screen
- Scanning with 1, 2 or 3 switches/ buttons

### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## THE ARCHIMEDEAN GATE



### CALCULATING WITH NUMBERS UP TO 100: STUDY AND PRACTICE

This program is mainly based on the psychological findings made by Jean Piaget in relation with learning how to calculate. Thus special attention is given to the **pre-numeric range** which is the basis of a thorough understanding of figures.

The exercises in the **section 'up to 10'** offer basic operations with figures as well as other options such as addition/ subtraction, twin numbers or completing the sum of 10. The exercises in the **section '10 onwards'** contain calculations up to the value of 100. Animations on the screen used in the easier exercises facilitate learning. Graphs of the progress made may be drawn up and printed out.

#### Target group

- pre-schools and primary schools;
- people of all ages who have difficulties with calculating (dyscalculia, ..);
- special schools;
- mentally handicapped persons using it as an educational program.

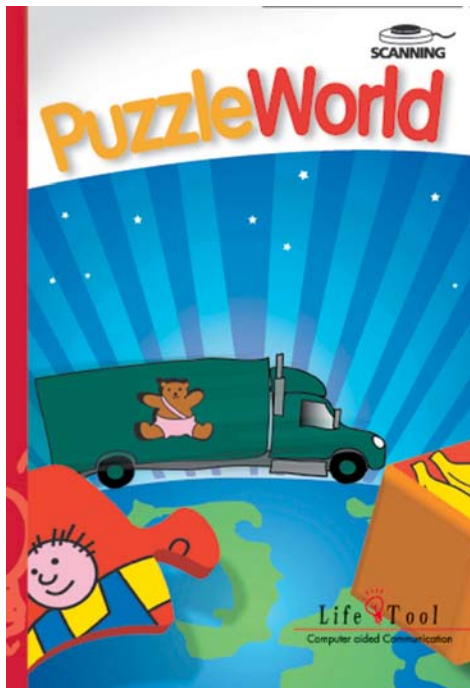
#### Operating modes

The program may be operated via mouse or keyboard and, in addition, via alternative input devices such as switches and joysticks. The **scanning feature** allows people with severe physical coordination problems to operate the program either with just one or with more switches.

#### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## PuzzleWorld



### Collection of puzzle games

PuzzleWorld is a collection of well-known puzzle games and their implementation on the computer. Four different games are available – Truck game, Wooden puzzles, Block puzzles and Jigsaw puzzles. Children that normally have difficulties to handle such puzzles due to their impairment can now play them on the computer with PuzzleWorld. By default the program contains several hundred objects, drawings and pictures classified according to different topics. You can use your own pictures for the Block puzzles and Jigsaw puzzles.

### Fields of application

Children with physical and/ or mental impairments. The program may be used as a game but also to train of perceptive capabilities and the handling of input devices.

### Operating modes

- Mouse or alternative input device
- Touch screen
- Scanning with 1, 2, or 3 switches/ buttons

### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor.

## WheelSim



### Electronic Wheelchair simulator

The basic idea behind WheelSim is to use the means of computer simulation to help persons gain the ability to operate a powered wheelchair via joystick or similar input devices. Therefore the program is primarily designed for children and adults who do still not have this ability or need perfection. The scheme of the four levels will allow for a gradual increase in the level of difficulty.

WheelSim is a **diagnostic tool** since it gives a prognosis of operating skills in real life. On the other hand it is a **training program** since special exercises in a virtual environment might help to improve psychomotor skills. WheelSim may also be used just for fun – without any diagnostic or therapeutical intent.

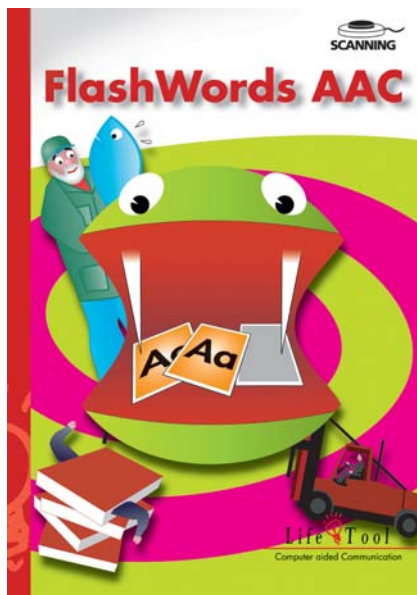
### Fields of application

- Gaining and training the ability to operate a powered wheelchair.
- Children in preschool/ kindergarten, special schools and integrative schools
- Persons of any age with physical and/ or mental impairments
- Dexterity game for children and adults
- Tool to be used for diagnosis and therapy
- To be used by wheelchair suppliers as simulation and decision-making tool

### System requirements

Pentium III 1.5 GHz, 512 MB RAM, up to 65 MB available disk space, screen resolution at least 800 x 600 at 16-bit- colours/ colors, sound card, CD drive, Windows 2000/XP/Vista, recommended: 17" monitor, with TFT flat screens a reaction time less than 30 ms. is recommended. 3D graphics card: ATI Radeon 9800 or GeForce 4 graphics card with 64 MB VRAM or more, DirectX 9.0c has to be installed.

## FlashWords AAC



### Software for the Early Reading program

Reading and writing are commonly regarded to be too difficult for impaired children (esp. Down Syndrome). But experiences made in English speaking countries, especially in Great Britain, the USA and in Australia showed different results. Early intervention measures for children with Down Syndrome clearly showed that these children gain much profit from early reading courses and that the positive effect on their language development is significant.

The target group are children with a delayed development that also affects speech abilities. The visualization of words helps to compensate auditory impairments. The Early Reading method for developmentally delayed children primarily aims at improving speech abilities. Reading skills are taught as a side effect.

### Operating modes

- Mouse or alternative input device
- Touch screen
- Scanning with 1, 2 or 3 switches

### Fields of application

- Language development for children with speech impairments (eg. Down-Syndrom)
- Nursery school, early intervention
- Special education and integrative learning
- Logopedics
- Reading courses

### System requirements

Windows Multimedia-PC, Pentium 266 MHz, 64 MB RAM recommended, 60 MB free hard disk space, 16-bit colour display adapter at 800x600 resolution, SoundBlaster, CD-ROM-Drive, Windows 98 SE, Me, 2000, XP, Vista. Windows Media Player, recommended: 17" monitor