

LIFEtool iPad- and Windows-Apps Educationally valuable apps for people with disabilities



In an interdisciplinary team from the fields of technology and pedagogy, apps are developed together with experts and users for the areas of

- play and early education
- learning and cultural techniques
- lifelong learning.

Special consideration is given to the fact that the apps can also be used by people with disabilities.

The following apps have been developed as English versions:

Play & Early education

TouchMe PuzzleKlick: Easy and funny puzzle game for children and adults

TouchMe Uncolor: Train the handling of a touchscreen

TouchMe Trainer: Learn and improve the handling of a touchscreen

HokusPokus Series: Create pictures with switches and touch

SwitchTrainer: Learning 1- and 2-button operation

CatchMe 2.0: Playful learning of the mouse control

Learning cultural techniques

TouchMe Pairs: Variation of the popular game "Find pairs"

PreNumbers: Prenumeric skills

AboutNumbers: Counting in the number domain 10

ShowMe AAC 2.0: Learning and practising terms

FlashWords AAC: app for the Early Reading method

Life-oriented content

KonZen 2.0: Concentration and thinking training

WheelSim: Power-wheelchair training

What we place particular value on:

- Ease of use
- Simple interface with reduced functions
- Possibility to integrate own materials (own photos, videos, texts, ...)
- Alternative operability by means of buttons and scanning
- Adjustability of the level of difficulty
- Positive feedback that motivates and encourages and encourages to continue
- Evaluation for documentation of learning progress
- Simple graphics
- Reduction of content to the essentials



Free demo versions

You can install all LIFEtool Windows apps as a free demo version on your computer (from Windows 10).

The demos are full versions of the Windows apps with all functions and setting options, which means you can test all apps in full for 7 days free of charge.

Free download here:

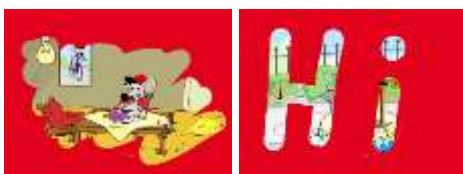
www.lifetool-solutions.at



TouchMe PuzzleKlick is an easy and funny puzzle game for children and adults. The exercise itself is very easy and motivating. Pressing an external switch (not included) or the touchscreen will uncover one part of a hidden picture. As soon as the first parts of the pictures are revealed, the players get curious. What is it? Who can guess right first? As soon as the entire picture is visible, a matching sound will be played.



TouchMe Uncolor is an application for children and adults to uncover pictures. It aims to train the handling of a touchscreen. Custom content, such as pictures or videos, can be added using the integrated editor, allowing for personalization of the exercise. Various settings allow adjustment for special needs of users.



TouchMe Trainer is an application to learn and improve the handling of a touchscreen. Exercise 1: "Touch" The aim is to recognize the presented object and to touch it. The level of difficulty will adjust automatically to the skill of the user. Exercise 2: "Drag and drop" The aim is to move objects to their target position by swiping over the screen.



TouchMe Pairs is a variation of the popular game "Find pairs". The application offers three different modes: Cards face up / Cards face down / Cards face down with limited amount of time. You can create your own cards with custom content using the integrated editor. This allows the easy creation of new card sets.



LIFEtool iPad-Apps HokusPokus Series



The HokusPokus Series includes a number of very easy and motivating games for children. Pressing an external switch (not included) or the screen will create a picture step by step. Once the first part of the picture is displayed, the children get curious. What is it? Which detail has been added now? As soon as the picture is complete, a short animation will be played.

Each application contains many different pictures with three levels of difficulty and details for a specific theme.

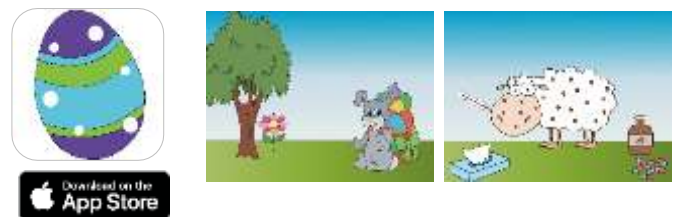


LIFEtool iPad-Apps
im App-Store

Picturemix HokusPokus



Easter HokusPokus



Farm HokusPokus



Zoo HokusPokus



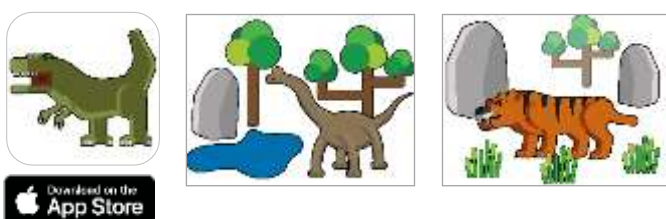
Unicorns HokusPokus



Halloween HokusPokus



Dinosaurs HokusPokus



Christmas HokusPokus



Play & Early education



SwitchTrainer

is an application designed to learn how to use one or two switches. The target groups are children with physical impairments or a learning disability. The aim of the application – apart from having fun – is to automatize the use of one or two switches to finally be able to use 2-switch-scanning. The exercises offer a range of different possibilities to learn, train and implement the use of two switches. The users self-initiative and learning by doing are key components rather than reacting to given tasks and solving of exercises.



CatchMe 2.0

is an application for learning mouse control or an alternative mouse input device (joystick or similar). The application was developed for children, young people and adults who want to learn and train how to use the standard mouse or an alternative input device.

It is particularly suitable for children, young people and adults with physical disabilities, as it allows them to optimally practise a special input system.



Learning cultural techniques



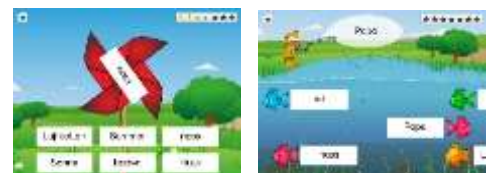
ShowMe AAC 2.0

is an application for learning and practicing terms in different languages. Language comprehension and memory are trained in various exercises. The application contains a wide range of everyday life terms and terms for specific topics (letters, numbers, the clock). A wide range of settings allow the application to be adapted well to the needs of the practicing person. **Soon available: ShowMe 3.0 for iPad with METACOM symbols.**



FlashWords AAC

is an application for the Early Reading method which is successfully applied in the education of children with a delayed development that also affects speech development (e.g. Down Syndrome). The main goal is to support the speech development. The application contains the basic exercise Learn Words for acquiring new words and five exercises to consolidate the acquired words. You can define the words that will be learned and adapt the application to the user. Thousands of speech recordings are provided, but you can also use your own recordings.



Numbers, Counting & Maths



PreNumbers

is an application that provides basic pre-numeric skills such as: sorting things by specific characteristics, dividing things into classes with specific characteristics, recognize and distinguish shapes, quantify and compare quantities, detect seriality, recognize symmetries and patterns. The application offers exercises for different skills in multiple difficulty levels. A simple presentation (forest theme) supports concentration on the essentials. A childlike design was avoided, in order to make the app appealing also for older children and adolescents.



AboutNumbers

is an early math application aimed at dealing with counting, sets, numbers and calculating in the number domain up to 10. An important feature throughout the entire applications 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.



Life-oriented educational content



KonZen 2.0

is an application for training concentration and thinking. In different exercises, skills such as visual differentiation, spatial orientation, short-term memory, attention and concentration are trained and improved.

The application is characterised by a very differentiated adjustability of the material and the level of difficulty and is aimed at children, young people and adults who want to train their visual and cognitive skills.



WheelSim



WheelSim is a virtual power-wheelchair simulator that allows people with impairments of all ages to learn and train the e-wheelchair control in a realistic simulation.

WheelSim Home is aimed at individual users and is intended for use at home. WheelSim Pro is designed for institutions such as schools, therapy facilities and wheelchair providers.

