



KATHOLIEKE UNIVERSITEIT  
**LEUVEN**

FACULTEIT  
INGENIEURSWETENSCHAPPEN

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2010-2011

# Learning 2.0 with Special Needs

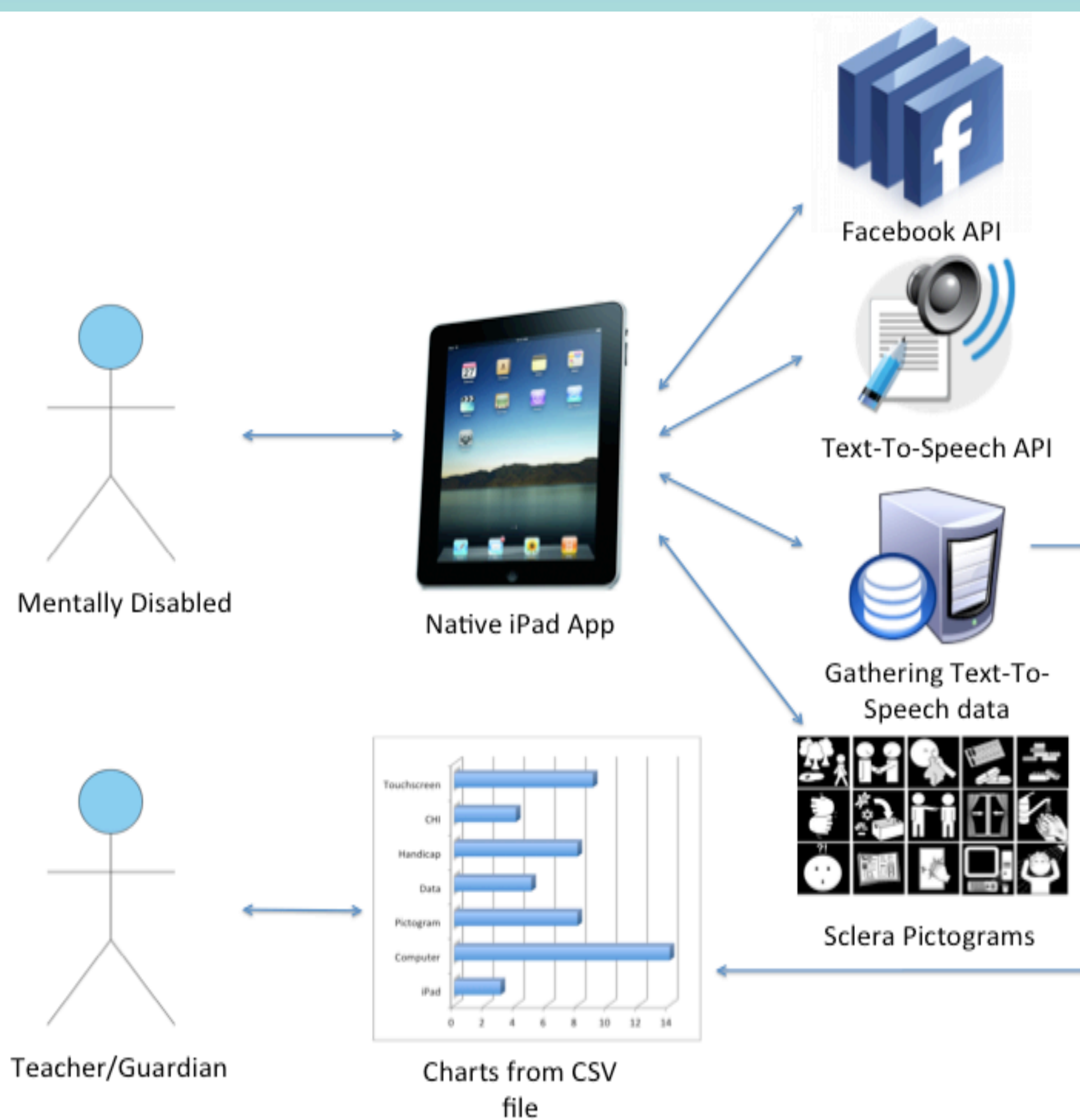
## Topic

- Learning 2.0 = Web 2.0 + Learning environment
- Target users = People with a mental disability

## Goals

- Closing the existing digital divide by giving access to social networks
- Improve their competences through a support learning application

## Model



## Application

- **iPad**
  - Touchscreen:
    - Takes away thinking of mouse
    - Less motorical skills needed
  - Long battery life
  - Instant on
  - Fullscreen (less distractions)
- **Text-to-speech**
- **Text-to-speech data gathering**
- **Pictograms**
- **Protected Facebook environment**

## Evaluation

- Iterative process
  1. Storyboard
  2. Paper Prototype
  3. Mockup
  4. Working application
- Tests with mentally disabled + experts
- Hard to test prototype because they have difficulties with imagining something "unreal"

## Result

