

Features

Focusing on creating a meaningful and fun learning experience that children with special needs enjoy, iGAINS is designed and developed with educators and allied health professionals.



Localised Content

Using local images and videos to encourage learning through play



Disability-Friendly Interface

Designed with multiple disabilities in mind for ease of use and accessibility.



Applicable to Home & Classroom Settings

iGAINS can be played anywhere anytime, with or without supervision.

About the Team

We are a diverse team, comprising of teachers, allied health professionals, designers, and engineers. We are inclusive and embrace neurodiversity, involving young adults with autism in this project.



Trampoline Limited is a research & technology-driven non-profit organization. We invent solutions to bring about social change.

Email: contact@trampoline.org

Web: trampoline.org

Phone: +65 6272 7088 (ext 200)

Partner



Sponsor



iGAINS

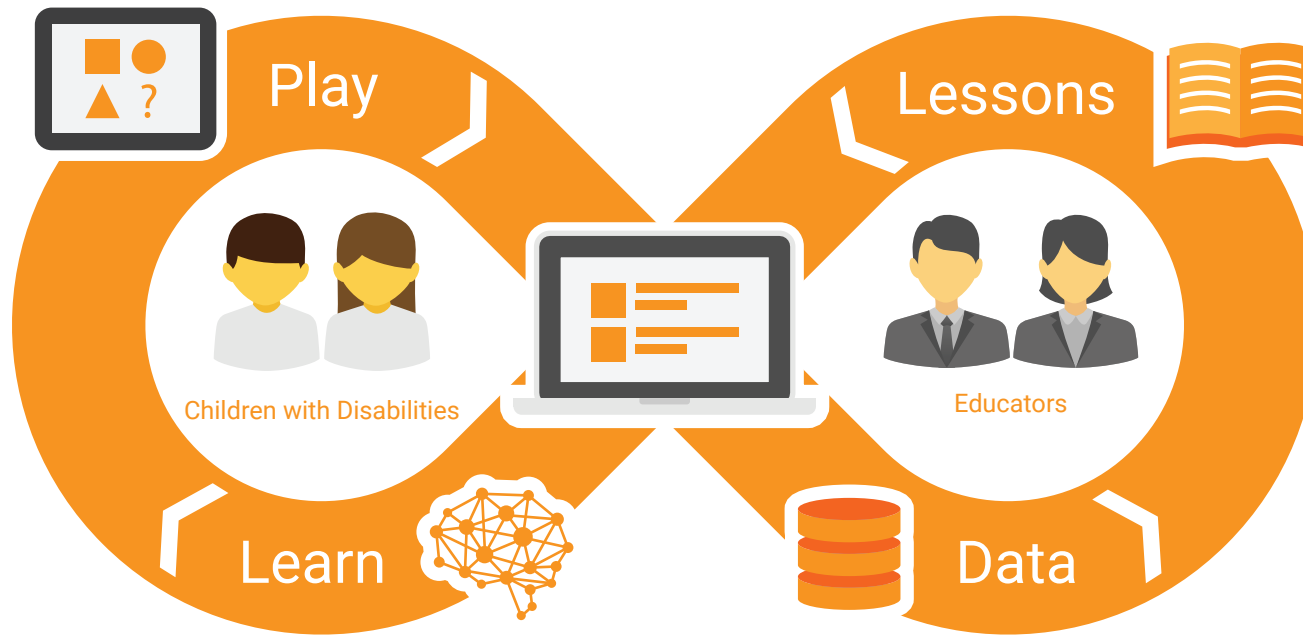
Learning & Growing
Through Gamification

Social Innovation for Students
with Disabilities - Technology to
break the learning barrier.

Learning is Fun

Children learn best via play. iGains put the fun back into learning by teaching lifeskills through play.

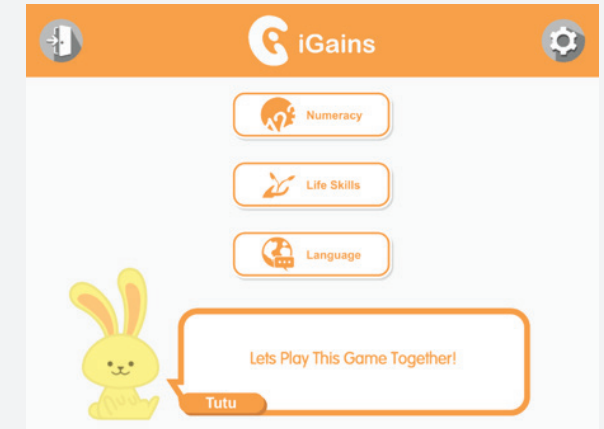
Teachers prepare materials to create content for lessons.



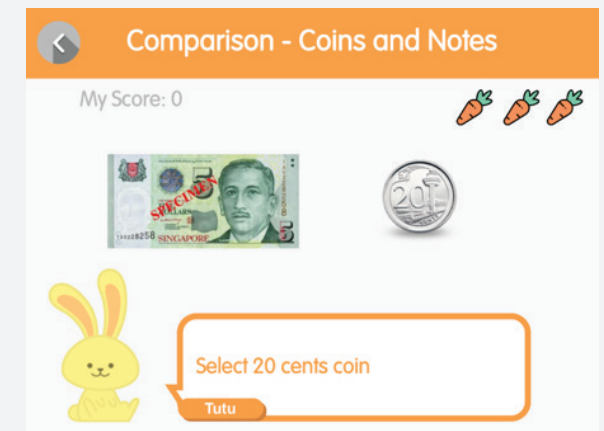
Children with multiple disabilities may not be able to play typical game.

Play data can be used to derive learning pattern and improve lesson delivery methods.

Let's Play



The content is adapted from school materials. iGains can be used as a teaching aid in lessons.



The child is provided with assistive cues and simple interaction, which aids learning via gamification.