



Dyslexic Children and Digital Games: Literature Review

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Abstract

There is a period in which digital games are now being discussed as a learning material, beyond having fun or spending time. Digital games as a learning material; design, development, use of education and its effects are subject to different studies. Digital games in the learning process of children with dyslexia have a critical place in this context. Dyslexia is a reading difficulty (Hultquist, 2006) that is classified as a subcategory of specific learning disability under special education categories (Güzel-Özmen, 2015: 341). Dyslexic children are taught to improve their literacy and literacy competencies if they are trained through privatized programs. Therefore, development of learning environments and methods appropriate to the characteristics of children with dyslexia is an important field of study. Digital games, on the other hand, are one of the most discussed issues in terms of the effects on the learning of children with dyslexia, considering the attractive interaction processes they offer to children. Some of these researches with the subject of dyslexic children and digital games have been examined here to obtain data on the power of digital games to meet the educational needs of children with dyslexia.

A document analysis has been carried out with the criteria determined in line with the aim of this study. Web of Science and Science Direct databases were searched. A total of 37 articles have been reached. Findings; “dyslexia and digital game” have been on the rise in recent years. While in studies, some of the games are being developed by researchers, some games are existing. The researchers; education, cognition, special education, psychology, communication, neuropsychology, neuropsychiatry, engineering and pediatrics, and many studies have been observed to be multidisciplinary. In studies, it has been reported that digital games are effective for dyslexic individuals, and the dependent variables examined are supported on the positive side. When the teaching strategies used in the games are examined, it is noted that they focus on some strategies.

Keywords: dyslexia, digital game, special education, literature review