Games-based learning in speech and language therapy

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Claims about games

- Zone proximal development
- Learning through failure
- Feedback and monitoring
- Fun, Flow state
- Problem solving
- Active learning
- Explore
- Concentration attention
- Engaged learning
- Motivation, reward
- Competition
- Active learning
Speech therapists

• 92% Dutch speech therapists intention to use tablet and serious games in therapy (Noordzij, 2012)
• 14% applies games in therapy (Noordzij, 2012)

Evidence:
• Use of serious games is explored in second language learning, few studies on effects, reports reflect expert opinion, therapy games in English (not Dutch)

Needs Dutch speech therapists:
• 52% tools to select apps and games for therapy
• 45% reviews of apps for speech therapy
• 32% benefit games in therapy
• 10% instruction use tablets
Dutch Checklist Games in Speech and Language Therapy  (based on rubrics by Klarowska, 2012, Virtualseechcenter.com)

Maximum score: ★★★★★
- Navigation/usability
- Costs
- Application errors
- Visual appearance
- Flexibility adaptable
- Number of levels
- Number of activities
- Fun for children
- Learning material related to scoring and winning
- Repitition
- Rewarding
- Auditory recording
- Feedback
- Reporting results

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