



# Quick Note

## Dyslexia AR

### Interactive Experience Ideas

- Text Distortion Simulator - Visitors experience how dyslexic people see text through AR glasses
- Virtual Reading Challenge - Interactive stations where visitors attempt reading tasks with dyslexia simulations
- Brain Activity Visualization - AR display showing neural patterns during reading
- Historical Timeline - AR markers revealing famous dyslexic innovators and their achievements
- Empathy Station - Interactive stories and first-person narratives through AR headsets
- Font Evolution Wall - Showcasing how typefaces affect readability with interactive examples
- Sound-Letter Association Game - AR-powered game teaching phonemic awareness
- Virtual Classroom Experience - Simulating learning challenges and adaptive solutions
- AR Art Gallery - Dyslexic artists' interpretations of text and reading experiences

- Interactive Solutions Showcase - Demonstrations of assistive technologies and tools

## **Technical Requirements**

- AR-capable headsets or smart devices for visitors
- Motion tracking sensors for interactive displays
- Touch-sensitive walls for engagement
- Sound isolation booths for audio experiences
- Multi-language support system

## **Educational Components**

- Scientific explanation stations about neurodiversity
- Workshop spaces for hands-on learning
- Resource center for parents and educators
- Recording booth for sharing personal stories
- Interactive research database access