



Adaptation of learning content for students with SLDs
Some examples of what exists

Gamified platforms for planification and for language learning

Introduction

If there is anything particularly fascinating about **video games**, it is that they can be **very engaging** and, even though it requires a certain degree of **concentration** and **dedication**, people can be encouraged to **play for extended periods of time**. Luckily, techniques that have proven to work very well in **games can be adapted to other tools to make them more engaging**. Students with Specific Learning Disorders (henceforth SLDs) often have attention difficulties and may have trouble planning and organizing their work. **Gamified planification and learning platforms** may be particularly adapted for them.

Examples of existing tools

Planification, to-do lists and productivity platforms

Habitica

Habitica is a platform for **productivity and habit-building** that embraces the concepts of gamification to a very large extent. The application didn't stop at gamifying some aspects of its tools, but it offers a **completely gamified experience, inspired by Role Playing Games (RPGs)**. It is built around a system of rewards (items, experience points, levels) and challenges (quests, boss,..), all of that being only focused on the achievements of goals in real life. The whole idea is having fun achieving one's objectives.

Useful tools include:

- A **habit trainer** that helps users develop daily or weekly habits,
- A **to-do list** to achieve goals
- A **system of "guilds"** with **chats and resources on specific topics**. One of those guilds, albeit still modestly small at the time of writing, is for instance "Neurodiverse Universe" where neurodiverse people are encouraged to share their achievements and share useful resources.

Discover Habitica here: <https://habitica.com/>

Todoist

Todoist is a **more traditional organisation app**. It is definitely **sober** and does not feel like a game. However, it integrates **gamified aspects** to help users commit to their goals. By completing tasks, users receive "karma points", for instance, and they can set the number of points that they want to reach on a daily basis.

Useful tools include:

- A **to-do list**, that delivers karma points when tasks are completed
- A **timeline view of the tasks** to achieve

- An **organisation “by projects”**, that users can use to group their tasks around a project (or a class, in the context of school education).

Discover todoist here: <https://todoist.com>

Asana

Asana is another popular productivity platform that, like Todoist, is not fully gamified, but **integrates some gamified features**. Asana offers a variety of tools, but many options are unfortunately only available with paid subscriptions. Such paid tools include, for instance, a progress bar towards objectives. Like Todoist, Asana is organised by “projects”. Unlike previously mentioned platforms, completing tasks does not give points, but some animations are displayed on the screen as reward stimuli (a unicorn appears, for example).

Discover Asana here: <https://asana.com>

Super-Productivity app

An interesting aspect of this app is that a **Pomodoro timer** is included, in addition to the traditional to-do list. It means that every 25 minutes, users are encouraged to reward themselves with a small break.

The **time spent on each task can be monitored**, so that students may realise the time they need for certain tasks.

When all the tasks of the day are achieved, the app displays fireworks and congratulates the user. A summary of the achievements of the day is also displayed. Discover Super-Productivity here: <https://super-productivity.com/>

Gamified language learning platforms: the flashcard technique

The **flashcard technique** is a **study method that can ease the memorisation** process. The concept is described in our practice sheet “How to effectively improve memorisation of your students with SLDs”.

Some language apps, such as [Duolingo](#) and [Memrise](#) use that technique to help learners of a language study vocabulary. However, they go beyond the concept of flashcards by adding

gamified and attractive elements. Users get experience points, and animations are displayed when they are successful in their learning.

[Flashmind](#) is another flashcard platform that offers a variety of lessons. It can be worth exploring.

Conclusion

In this era, games are more than ever present everywhere. Mechanics that have made games successful can be adapted to other tools, in order to make them more attractive and engaging. It means that students that need it can find very appealing options for very useful tools that tended to be quite dull in the past.

Resources

- <https://habitica.com>
- <https://todoist.com/>
- LifeRPG :
https://play.google.com/store/apps/details?id=com.jayvant.liferpgmissions&hl=en_US&gl=US
- LifeUp: Gamification To-Do & Tasks List | HabitRPG
https://play.google.com/store/apps/details?id=net.sarasarasa.lifeup&hl=en_US&gl=US
- <https://app.asana.com>
- <https://super-productivity.com/>



Co-funded by the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2021-1-BE01-KA220-SCH-000027783

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-nc-sa/4.0/>).

Learn more about D-ESL at: <https://www.d-esl.eu>