

Helping special needs students learn skills through mobile apps

Singapore - In collaboration with global video game developer YOOZOO Games, researchers at NTU Singapore have developed three such apps to help special needs students to learn social and emotional skills after a nine-week pilot, which involved 140 students from the Association for Persons with Special Needs (APSN) in Singapore.

Professor Ong Yew Soon, Director of NTU's Data Science & Artificial Intelligence Research Centre (DSAIR), who led the project, said

the team's goal was to use AI for societal good. Developers said these games help them recognise and express how they feel. The games have since been released for use at all APSN schools.

"Prior to this, learning about emotional intelligence was more of a pen-and-paper exercise," said Professor Ong.

"Now, [special needs students] can enjoy a personalised learning experience, as well as leverage the ability of AI as an assistive

tool to recognise and respond to feelings while picking up social and emotional skills in a fun and engaging manner."

