Visual Desire and Efficiency through Peakabooks and Computer Games

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See More – a project for 17 low vision children at Lund University, Certec, Sweden. Inspired by and in collaboration with Project Pave, Nashville USA

2003 –2005 intensive training

A team approach towards excellence in performance and increased “visual reach”

Visual Acuity with and without telescopes in High and Low Contrast

For your eye only. …but there is much more in vision than the eyes

Visual Desire

A feeling of joy and desire to see even if the picture is poor – a prerequisite for early training and stimulation in children
Visual Efficiency

Methods that improve your use of low and residual vision with higher skills

Visual Strategies

Methods adapted to my eye symptoms and interests which improves the use of residual vision (eccentric viewing, blocking nystagmus, scanning with small fields, close reading distance etc)

Visual Memory

Learning to interpret poor images correctly using older “stored” clear image from closer distances or using a telescope. In other words

Visual Confidence

Visual confidence is at its peak when you can make the right decisions at the right time from not very many visual and other cues

R’nB is not Rhythm and Blues- it is short for - Rabbit & Blixten!

Four R&B Features enables Training from 2,5 years old

• Story Book with decreasing letter – from large print to normal print as reading progresses
• Talking Animated Book for Look and Listen
• PeakaBook for near and distance vision training
• Computer Games to increase understanding concepts like focusing, tracking, scanning etc
Computer Game for International Use – no funny blonde Swedish Words of Wisdom….

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