

Grapho Game®

graphogame.com



The Early Literacy Game made by Scientists



What is it?

A highly researched literacy app for learning the fundamentals of reading: decoding & phonology

14 language versions incl. English, French, Chinese, Spanish, Portuguese etc.

Why use GraphoGame?

Based on brain research. Academically studied. Works without the internet. Proven to have an impact.

Who is it for?

Benefits all children aged 3-9 as a remedial & drilling tool



Who is GraphoGame for?

- Designed to be effective for all children learning reading & spelling (ages 3-9)
- GraphoGame is *VERY* effective with child who **struggle with literacy or have dyslexia**
- GraphoGame teaches children to pronounce words they have never seen before





English GraphoGame

-  Researched by neuropsychologists in **University of Cambridge Centre for Neuroscience in Education**
-  Cambridgeshire study: **400 children & 15 schools.**
-  “The app, GraphoGame, has been shown to be **as effective as one-to-one teacher** support but any number of children can be playing at the same time” – University of Cambridge research

Source: www.cam.ac.uk/youngminds#group-2.-struggling-with-labels-vF36UgiG41

ZharBiz
International, INC.



As said by  UNIVERSITY OF
CAMBRIDGE

“

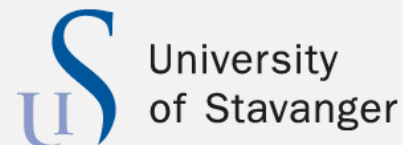
*The app, GraphoGame, has been shown to be
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Source: www.cam.ac.uk/youngminds#group-2.-struggling-with-labels-vF36u9iG41



What is the Research & Evidence-Base

Global Network of Research Partners



Evidence-Base

**HUMAN
TECHNOLOGY**

An Interdisciplinary Journal on Humans in ICT Environments

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www.humantechnology.jyu.fi

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**THE GRAPHOGAME METHOD: THE THEORETICAL
AND METHODOLOGICAL BACKGROUND OF THE
TECHNOLOGY-ENHANCED LEARNING ENVIRONMENT
FOR LEARNING TO READ**

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University of Jyväskylä

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University of Jyväskylä

Reading
Research
Quarterly

Volume 46 Number 1 January/February/March 2011

Compensating Through Graffiti Literacies in the Streets of a São Paulo Neighborhood: An Ecocultural Semiotic Perspective
Ana Cristina Duffice-Ruggs, Steven G. McCarthy, Maria Lucia Teixeira da Silva

Comprehension and Learning From Refutation and Expository Texts
Irene Anna N. Dushkoff, Thalia Mouskouri, Christos Ioannidis

Promises and Problems of Teaching With Popular Culture: A Linguistic Ethnographic Analysis of Discourse Genre Mixing in a Literacy Lesson
Adam Lefkowitz, Julia Snell

REVIEW OF RESEARCH
Voice in the Context of Literacy Studies
Mallory Spelling, Deborah Appleman

ESSAY BOOK REVIEW
Understanding Literacy Development: "Lifelines"

GraphoGame Rime
University of Cambridge

Testing a computer programme designed to improve pupils' literacy through teaching phonics via "rhyme analogy"

Independent Evaluator
NFER

Pupils	Schools	Grant
398	15	£364,527

Themes



300
publications

17
thesis papers





English GraphoGame

-  Developed by neuroscientists in **University of Cambridge Centre for Neuroscience in Education**
-  Cambridgeshire study – **400 children & 15 schools**: teacher group = GraphoGame group
-  Reading Test Scores **+13%**
-  Spelling Test Scores **+17%**

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GraphoGame in India



Ahmadabad



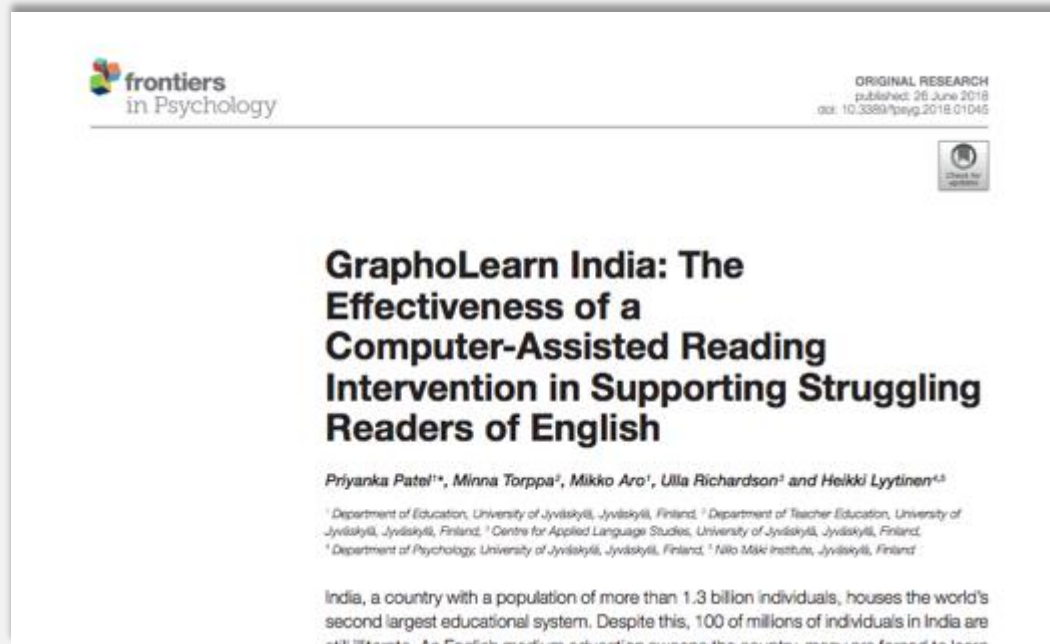
An award winning master thesis by University of Jyväskylä researcher, Priyanka Patel shows **GraphoGame** suitable for supporting the development of English letter-sound knowledge in Indian children



Children in study – 7 year olds, English at pre-grade 1 level -

Letter-sound knowledge **+31%**

Word recognition **+20%**





Evidence-Base: Spanish



Researched by **University of Jyväskylä & Centre for Inclusive Technologies, Catholic University of Chile**



Auracanía Study: 122 children & 6 schools.



4 month intervention, 90 minutes
GraphoGame exposure per month (360 total)



Intervention Group learned to read: **81.8%**
Control Group learned to read: **62.7%**

+30%



Features

Fun with Phonics - in 3D!



Customise your avatar



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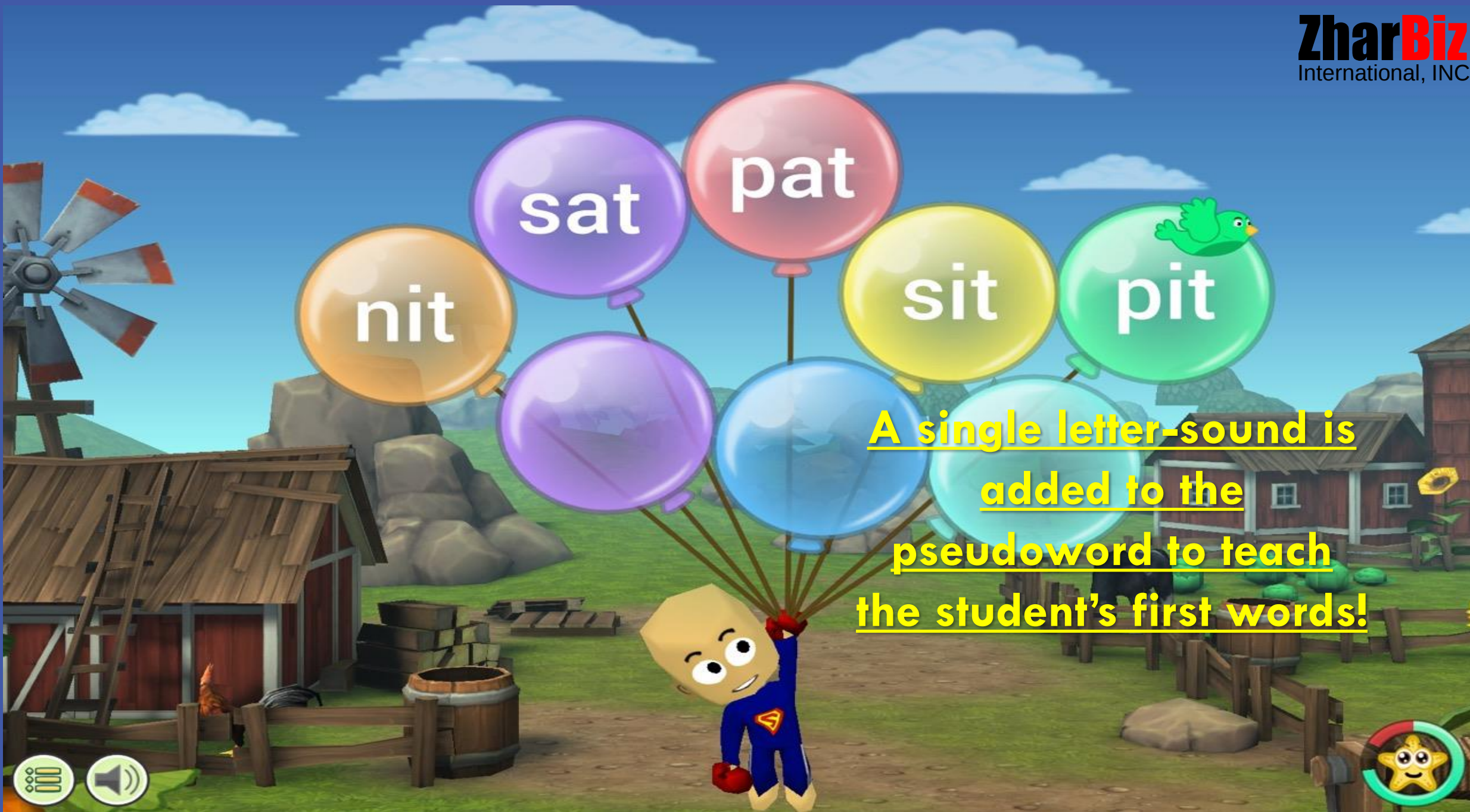
n

i

s

c

Learn single letter &
letter-sound
correspondences in first
levels



W

Now kids can practice
creating their own
words and sentences!

k

ee



Grapho Game®

Available on iOS,
Android & Windows!



Early Literacy Game Made by Scientists



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