Human-centred innovations for SEN students

Speakamon Speech Therapy Game
A digital speech therapy game designed to enhance grammar (prepositions of place), basic vocabulary, pronunciation, and oral confidence among students with speech and language delays. It gamifies speech learning, making it interactive and enjoyable for children with communication challenges

Time Travelling Verbs Adventure Game
A digital learning game that helps students master English verbs and past tense through storytelling and interactive missions. It supports cognitive development while making grammar more accessible and fun.

BanQuest Detective Game
A role-playing mystery game co-created with her students to support science learning at their own pace through problem-solving and interactive storytelling.

Peluang Kerjaya dan Akademik (PEKA) OKU
A custom AI chatbot developed to assist persons with disabilities (PWDs) in discovering job opportunities and training programmes tailored to their abilities. This innovation helps reduce barriers by providing easily accessible, relevant career and academic information in one intelligent, user-friendly platform.

PEKA OKU
PELUANG KERJAYA & AKADEMIK OKU