

**SCREENING AND INTERVENTION OF LEARNING
DISABILITY IN CHILDREN**

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ABSTRACT

Learning Disability in children is affected in various way such as some students drop out from school and others don't get any chance to get into the university. Therefore Learning disability is one of the major problem in the society. It is of three types which are dyslexia: the inability to comprehend what a child listens and write it properly, and dysgraphia: uneven and poor handwriting and finally dyscalculia: Difficulty in solving mathematical problems.

So I am considering Dyscalculia: mathematical disorder in students into account and planning to develop a mobile application as a solution to this problem. This mobile application will predict if a student is having Dyscalculia or not and if the student is having the problem it will help the student to overcome the disability through the gamified platform in the mobile application

Many students in pre-school are affected by this learning disability and the provided gamified platform with interesting activities and the graphics are made in a way which will attract the students. After using this there is a high possibility that there will be a slight increment in the improvement of the learning disability

Subject Descriptors

