

Task H.3 – Abstract study 1

Learning by Playing? "A first aptitude test of the digital learning environment Max und Flocke - Helferland for children and adolescents with intellectual disabilities"

Objective:

Is the learning environment *Max and Flocke - Helferland* published by the Federal Office for Civil Protection and Disaster Assistance (BBK) suitable for the target group of people with intellectual disabilities in its current version or does it require adaptation?

Sample: The sample included a total of 14 participants with intellectual disabilities. Group A consisted of seven participants aged seven to twelve ($M = 9.86$ years; $SD = 0.64$). Group B also consisted of seven participants aged 13 to 15 ($M = 13.71$ years; $SD = 0.69$).

Methodology:

During the playing phase, a teacher was observing the participants, whereas the playing behavior was additionally evaluated later by using video recording. In an interview, the participants expressed their opinion about the learning environment and were asked questions about the game.

Results:

The participants of Group B interacted more specifically with the elements of the environment and took a much more frequent change of perspective than the participants of Group A. Although the participants of both groups recognized almost as many items correctly, the participants of Group B named much more correct content from the game.

Conclusion: In spite of high motivation, good usability and adequate orientation, the learning environment does not provide enough knowledge or behavior patterns. Therefore it is only suitable as a pure computer game for people with intellectual disabilities in its current form. This makes an adaptation for this target group mandatory and requires further research.