



Gamifying therapy & education

Introduction



[WonderTree: Fun Games for Physiotherapy & Special Education - YouTube](#)

The Challenge

Physiotherapy and cognitive development for special children is:

- **Expensive**

Cost of raising a special needs child is **3x higher** than a normal child.

- **Boring**

Exercise is either **boring** or **painful**, making progress slow and hard.

- **Limited in supply**

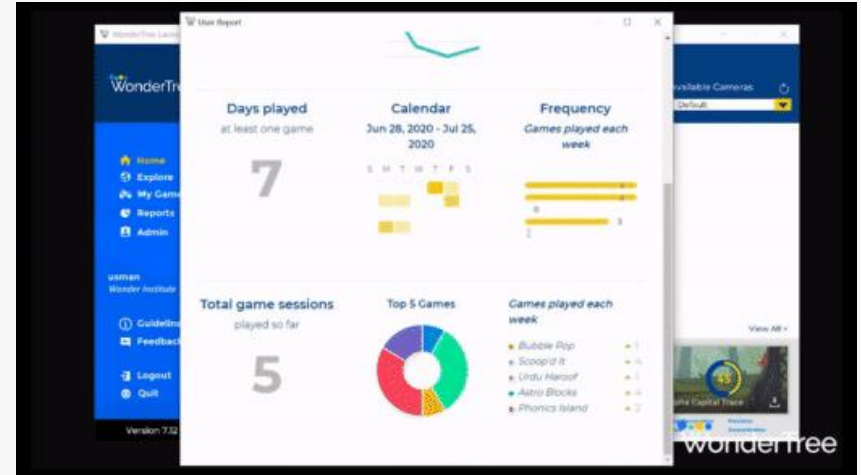
There is a **shortage** of **institutions, educators & medical professionals.**

The Solution

AR games for physiotherapy, cognition & education



Progress Reporting



Our solution is **Affordable, Accessible** and **Fun**

Affordable

- Much lesser than physical therapy cost

Accessible

Only requires:

- PC/Laptop
- Webcam
- Internet

In 6 months it will only require a **tablet/phone** + **Internet**

Fun

- Gamification leads to greater motivation & engagement.
- Accelerates development.
- Real time progress monitoring.

Areas of Improvement

- Gross Motor skills
- Upper Limbic Movement
- Lower Limbic Movement
- Bi-lateral coordination
- Vestibular Balance
- Eye-Hand coordination
- Decision making
- Sorting skills
- Reflexes
- Goal Direction
- Attention Span
- Comprehension
- Vocabulary
- Phonics
- Memory
- Addition & Subtraction
- Imagination
- Concept of Time

Requirement

Laptop with following features:

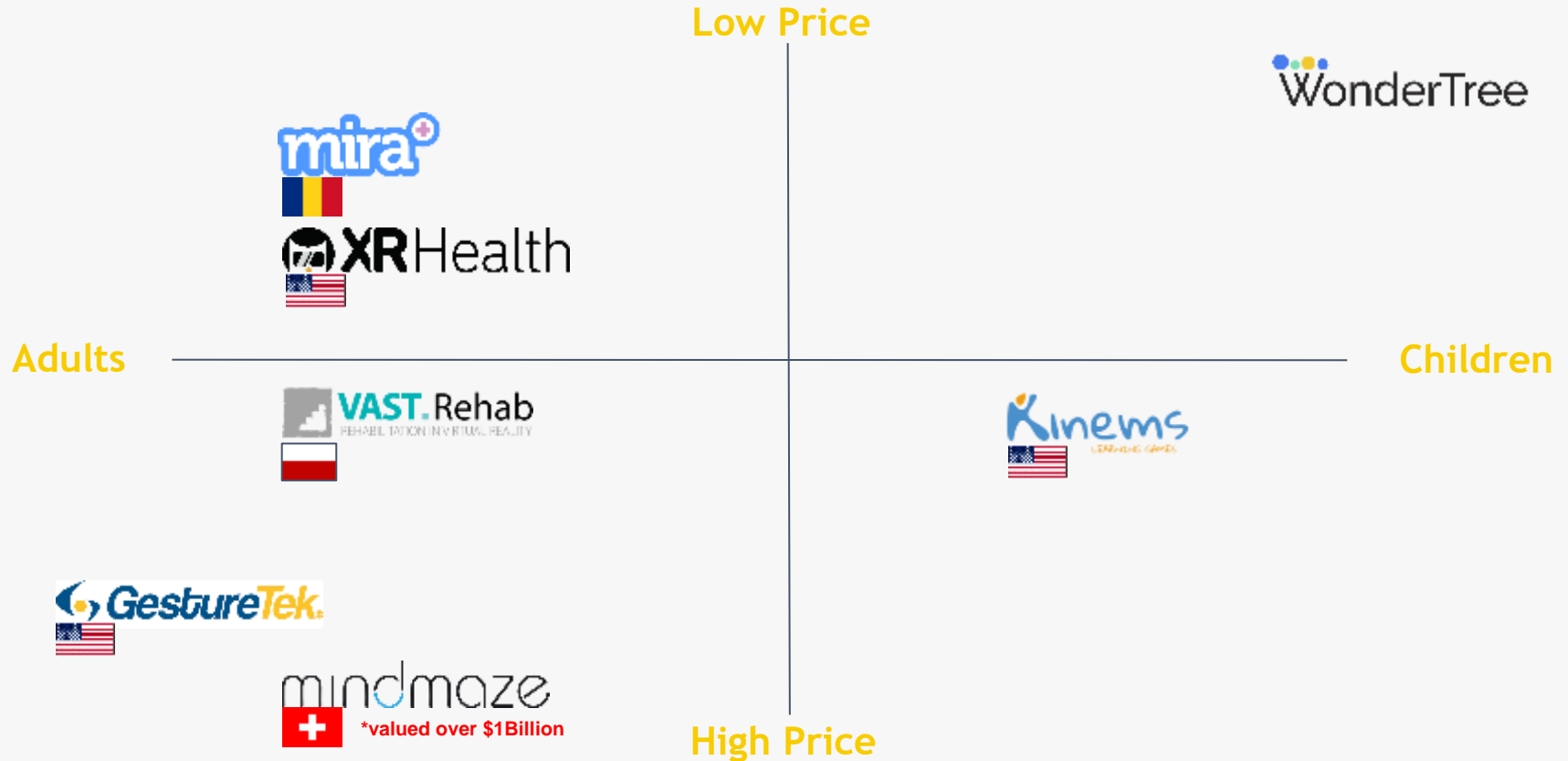
- RGB Camera
- Intel processor i5,6th Gen
- 8GB RAM
- NVIDIA Graphics card 2GB

TV Screen/Multi-Media Projector

Internet Connection



Competition



Competitive Advantage

- **No External Hardware required**

Our solution doesn't require any VR/AR set. It can work with a laptop or a Phone. This makes our solution more accessible and cheaper than others.

- **Artificial Intelligence**

We are using AI for body/gesture detection; and do not require AR/VR hardware.

- **B2C Market**

Our low hardware limitations allows us to be used at home as a B2C product.

- **Most Value**

Only we cater to physiotherapy, cognitive and motor development and education. The Games operate on the principle of Mirror Therapy.

Strategic Alliances



Ministry of Education
Pakistan



Assistive Technology
Center Qatar



Govt of Sindh



Why our games work?

Our games are developed with the help of:

- **WonderTree's psychologists**
 - These psychologists are our team members and work full time with us
- **WonderTree's Medical Advisory Board**
 - Our board consists of some of the most renowned psychologists, therapists and special educators from Pakistan having more than 18 years of individual experience with special needs children.
- **Feedback from our users**
 - Our users are parents, special educators, therapists and psychologists using WonderTree.

Medical Advisory Board



Dr. Zainab Zadeh
Dean and Director -
Psychologists
Institute of Professional
Psychology



Dr. M. Ashfaq
Director
National Institute of
Rehabilitation and Medicine



Dr. Qamar Mehmood
Neuro - Physioskeletal Therapist
National Institute of
Rehabilitation and Medicine



Atif Sheikh
President - Special Educator
Special Talent Exchange
Program



Dr. Naveed Ashraf
Pediatrician
Ali Medical Hospital



Denise Hashim
Program Lead - Clinical
Therapists
Institute of Physical Medicine
and Rehabilitation



Saba Mohsin
Director - Special Educator
Picture Autism - School



Ata Muhammad
Manager - Physiotherapists
Aga Khan University Hospital

Our Clients

We are deployed in **40 special schools** and **20 medical institutions**.
Some of the renowned names are:



Our Success Rate

Our games are **40%** more efficient in developing skills in special children



A young girl with dark hair, wearing a light green sleeveless dress, is smiling broadly and clapping her hands. She is in the center of the frame. To her left, a person wearing a dark jacket is partially visible, with their hands near the girl. The background shows a room with a white table, a laptop, and a white cloth-covered object. The entire image has a blue tint.

Research Studies

Following Studies Empirically Establish The Impact Of WonderTree Games On Children With Special Needs

Effect of Augmented Reality in Games on Children with ADHD and Specific Learning Disorders

Research study conducted by [Kazim Trust, Karachi](#)

Effects of AR video game on Motor Performance of Upper extremity & balance in hemiplegic cerebral palsy children

Research study conducted by NIRM - [National Institute of Rehabilitation Medicine, Islamabad](#)

Effects of WonderTree games in the upper limb movement & visual motor skills of children with moderate motor disability

Research conducted by PIRC – [Pakistan Irish Rehabilitation Centre, Abbotabad](#)

Effect of AR video games on Adaptive Skills of children with Down Syndrome

Research conducted by [Special School Rabwah, Rabwah](#)

A young girl with dark hair, wearing a light green sleeveless dress, is smiling broadly and clapping her hands. She is in the center of the frame. To her left, a person in a dark blue or black garment is partially visible, with their hands near the girl. The background shows a room with a white tiled floor, a table covered with a white cloth, and a laptop on a desk to the right. The entire image has a blue color overlay. The text "Case Studies" is written in white, sans-serif font across the middle of the image.

Case Studies

WonderTree's success in **AURA**





Meet Talha before

- 11 years old
- Aperts Syndrome
- Low Motor Control
- Anti Social



Meet Talha **now**

- Very Social
- Operates Computer
- Better Motor Skills
- Better Posture

<https://youtu.be/jhTsGTdsHSI>



Meet Sadia **before**

- 16 years old
- Intellectual delays
- Hand eye coordination
- Direction problems



Meet Sadia **now**

- Better visuo-motor coordination
- Better Motor Skills
- Better Hand Eye Coordination
- Faster Cognitive Reaction Time

<https://youtu.be/cOvkahc3dVA>



Meet Hamza **before**

- 6 years old
- Cerebral Palsy
- Poor balancing



Meet Hamza **now**

- Without support balancing
- Improved motor skills
- Improved academic learning and writing

<https://youtu.be/bZn7wUPPU5I>

For Malaysia / Singapore Enquiries

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Thank you