Drag N Drop

Bright Little Eyes is a series of simple I-Pad games designed for the low vision child, or child with Cortical Vision Impairment (CVI).

Research has shown that children with CVI can have difficulty seeing things with a lot of visual clutter and often are able to see objects in a favored color such as red or yellow. We have designed apps with this in mind: simple black or white backgrounds with contrasting objects in red, yellow, or blue.

We created these apps because we realized our son really struggled to see. And not being able to see made it hard for him to learn. His vision therapist had advised us that our first goal was to get Kaiden to "use" his vision. More complex apps became something he would tap on but would struggle to look at. We have discovered that he can see best with yellow on a black background. With lots of repetition we are seeing him begin to not only "use" his vision but learn. The son we thought may never see well enough to learn is our "Bright Little Eyes".

Drag N Drop follows the same simple, bright design style as you see in ABC Plus and ABC Lite. This app was created to encourage children with CVI to organize items of different primary colors into a container. It will challenge your child to see, touch, and engage with a brightly colored Gumball Machine, Fish Bowl, Jelly Beans, and a Piggy Bank!

Here are several features that you, as a therapist or parent, will appreciate:
- The "back" button and "settings" button both fade so the children's eyes aren't drawn to them. Also, both the back and settings buttons are "hold" buttons to help the kids stay in the lessons of choice.
- There are added sound effects to help the visually impaired know they are doing well because kids with CVI tend to rely on their other senses to compensate for the lack of sight,
- We chose the white and black backgrounds and the red, blue and yellow colors for the most contrast. We gave the option to choose between all the colors, or random colors (shuffles through the colors) to fit the visual needs of the child. (Our "Bright Little Eyes" boy has a favorite - yellow on black).
- In the menu you can choose how many items are on the screen because some children can not handle having too many items in front of them. (At the start, our "Bright Little Eyes" could only handle three at a time. Now he can do all ten.)
- The reward at the end (fireworks!) is intended to encourage children to keep playing and wanting to get the reward again. (Our son had little interest in learning, but now loves playing to get the reward.)

We hope you and your child enjoy our apps. If you have any trouble with the app or want to suggest improvements, provide feedback, or volunteer to test our next app, we can be reached at: brightlittleeyes@gmail.com.

We invite you to check out our website, with our blog and stories of our journey: http://www.brightlittleeyes.wordpress.com/ .