

Additional controls are provided like: pausing and resuming reading, stop and playback, volume adjustment.

Full support for access keys is available, so that users can control reading using keyboard following WCAG specifications. Using access keys users can control both screen reader and font size buttons.

Screen reader is based on an advanced algorithm for the generation of the voice, so that users will be able to listen to a natural reading with interpretation of punctuation.

Tatvika – The New Reality product.

In today's era of technological revolution, every aspect of mankind is touched by the digital products and solutions. Technology is being used to make our lives easier, our homes smarter and our work faster. However, when it comes to the therapy of the differently abled children, there is still a large dependence on the conventional methods of therapy and rehabilitation. It is necessary to ensure that this society is also provided equal opportunities of technological intervention to make their lives better. At Punarjeeva Technology solutions, we aim at providing game therapy-based platform for enhancing the overall fine and gross motor skills, along with their cognitive and intellectual capability. Though we have a range of products, the focus of this article is on Tatvika – The New Reality product.

The product provides immersive learning through Virtual Reality platform with games, learning materials which will improve the limb movements and cognitive capabilities of children. TATVIKA can be defined as a reimagined game therapy solution for people with motor, neuromuscular and cognitive difficulties. The platform provides 360-degree videos to learn the day-to-day skills and activities necessary for enabling social skills. The platform is bundled with new environments and limitless resources for their learning, self-care, and special education. The aim is to leverage motor, cognitive and overall development accompanied by improvement in confidence, self-encouragement, and other behavioural aspects.



Picture shows a lady wearing virtual reality headset

The major features of TATVIKA are:

1. 360-degree relevant videos for the children taken with the help of the faculties of the school.
2. Native scenarios tailored and customized for the school along with the stakeholders for learning and special education.
3. Games played using real objects (cricket) to create more physio-motor and cognitive enablement.
4. Virtual opportunities for children to empower them face the real-world scenarios.
5. A complete rehabilitation platform with interactive and cognitive learning.

<https://www.punarjeevatech.com/>

Help Talk

HelpTalk is directed at people unable to communicate fluently orally or through writing with health professionals, family or any other person.

HelpTalk allows users to create sets of actions that represent their needs in terms of communication, with the actions most suited for each disability/user.

When the user taps each of the options the device speaks the selected command.