GraphoLearn

Evidence-based learning game to help children learn to read

GraphoLearn is a learning game that provides training in basic reading skills (learning letter-sound connections, phoneme awareness, and early word decoding). The original version of GraphoLearn was developed at the University of Jyväskylä in collaboration with research partners in several countries.

The game is an easy-to-use and fun way to train children in basic reading skills. The game can be adapted to players' skill levels, with individual training for each player. The game gives feedback for players, while teachers and/or parents can also follow skills development through the teacher interface. The game can be used in schools and homes.

The game was originally known as GraphoGame. Currently, the GraphoGame brand is used and owned by the GraphoGame company. Research carried out by the University of Jyväskylä, Niilo Mäki Institute, and other research partners was executed with the GraphoLearn brand. The Finnish version of the game is called Ekapeli, which has been further developed and maintained by the Niilo Mäki Institute.

In Africa, GraphoLearn has been piloted and researched with several African languages in Zambia (Nyanja and Tonga), Kenya (Kiswahili and Kikuyu), Namibia (Afrikaans), and Tanzania (Kiswahili).

The GraphoGame company works with foundations, non-governmental organisations, public administrations, and corporate social responsibility programmes to license

GraphoGame as a free-to-download app.

Related research

[GraphoGame as a Reading Acquisition Tool in Namibian Classrooms](#)

[GraphoGame Afrikaans as an Intervention Tool for Struggling Readers](#)

[GraphoLearn India: The Effectiveness of a Computer-Assisted Reading Intervention in Supporting Struggling Readers of English](#)

[The Effect of Using a Mobile Literacy Game to Improve Literacy Levels of Grade One Students in Zambian Schools](#)

More information

GraphoLearn in research: https://info.grapholearn.com/

The GraphoGame game: https://www.graphogame.com

The game has been developed in a range of languages for research purposes in collaboration with our partners (see https://info.grapholearn.com/partners/). Validation studies have been published in peer-reviewed [scientific journals](#).

More information on the GraphoGame company's approach can be found at https://www.graphogame.com