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Siddh
Divyang Foundation

SIDDH DIVYANG FOUNDATION

An Assistive Activity Based Learning and Assessment Platform

About Siddh Divyang Foundation and Our Vision

Siddh Divyang Foundation is set up with a view to implement Assistive Technology based platform called "Siddh Divyang" for Divyang children in India as there is very little intervention with Affordable technology driven solution in this Domain.

Our Vision is to implement this technology enabled solution for imparting education and vocational skills in an interactive way to the "Divyang" students living in the tier 1 cities to tier 5 villages of India.

Physically Handicapped | Visually Impaired | Hearing / Speech Impairment | Slow Learner or Autistic

Guiding Force behind "Siddh Divyang"

Pre-Primary Education is the foundation of a child's learning experience. Our Guiding force behind designing "Siddh Divyang" is:

"If a Weak Sapling is supported early in its growth it has a better chance to be a stronger Tree".

About "Siddh Divyang"

It is an innovative educational platform focusing on overall cognitive development of a child using empathetic problem-solving approach for inclusive growth in the age group 3 to 12 years. Also impart vocational skills to Divyang children in the age group of 12 to 21 years.
The USP of "Siddh Divyang" is that it provides an eco system for learning and objective assessment in an interactive manner using Gaming approach for identification of Strength and Weakness of the child by activating multiple sensory systems. Thus a corrective intervention can be done in an early stage for the "Divyang" children with Visual Impairment, Hearing impairment, Slow Learners, Autistic, Physically challenged etc.

Siddh Divyang Box | Siddh Divyang Application | Object | RFID Reader | RFID Tag

"Siddh Divyang" is rich in content mapped with the requirements of Divyang children for their cognitive development and addresses most of the issues of present teaching pedagogy thereby reducing the dependency of highly trained faculty members. The user interface is simple and integrated with RFID sensing technology.

"Siddh Divyang" is a blend of three steps:

• Unique and innovative learning process using interactive content for cognitive development.
• Objective assessments using gaming approach to assist trainers in taking corrective action on time.
• Performance Reporting to gauge the strengths and weakness of each individual child as well as the entire class.

Reports Generated using Gaming Approach"

Report - Individual Assignment

Name: Aanand NarendraKumar	Class / Division: PLAY GRUOP / A	IQ: 35-49
Disability Percentage: 55		Disability Level: Medium
Date: 29/12/2020 3:08:23PM *At the Begning*	Subject: Wild Animal
Assignment Name: Identify Wild Animal - Lesson 1 - PWD	
Accuracy: 80%	Performance: 63%
Grade: B	Remarks: Average

Sr#	Activity Description	Time (in secs)		Activity Error
		Estimated	Actual	
1	TIGER /	5	103	1
2	LION /	5	2	0
3	ELEPHANT /	5	79	1
4	MONKEY /	5	7	0
5	BEAR /	5	4	0
	Total:	25	195	2

Activity Error List — *Getting Confused between Lion & Tiger also Monkey & Elephant*

Sr#	Activity Description	Actual Activity	Performed Activity
1	TIGER /	TIGER /	LION /
2	ELEPHANT /	ELEPHANT /	MONKEY /

Report - Individual Assignment

Name: Aanand NarendraKumar	Class / Division: PLAY GRUOP / A	IQ: 35-49
Disability Percentage: 55		Disability Level: Medium
Date: 11/01/2021 12:04:55PM *After Intervention*	Subject: Wild Animal
Assignment Name: Identify Wild Animal - Lesson 1 - PWD	
Accuracy: 90%	Performance: 81%
Grade: A	Remarks: Very Good

Sr#	Activity Description	Time (in secs)		Activity Error
		Estimated	Actual	
1	TIGER /	5	84	1
2	LION /	5	10	0
3	ELEPHANT /	5	1	0
4	MONKEY /	5	6	0
5	BEAR /	5	7	0
	Total:	25	108	1

Activity Error List — *Getting Confused between Lion and Tiger   Time Reduce from 195 to 108 Sec.*

Sr#	Activity Description	Actual Activity	Performed Activity
1	TIGER /	TIGER /	LION /

Above Reports (Before and After) Demonstrates Impact of Intervention using this Technology

Access on Mobile Platform

Learning content integrated with Mobile App is given to the Teachers for Lesson Planning and to the Guardians / Parents of the "Divyang" Children for Home Study / Practice using "Siddh Divyang" Mobile App.

"Siddh Divyang" is highly scalable and replicable. The content is universal in this age group. Hence, by changing the language it can be replicated across the country as well as the world.

Interactive Gaming – Assessment activity

In order to Assess how much the child has understood by watching videos on Mobile phone, for assessment purpose, iCon interface replaces RFID reader/tag interface.
For ex. After listening to sound of a cat, child is asked to identify animal. Child by touching on iCon with images responds to the query. If correct, next question is asked. If wrong, correct answer is displayed. Set of 5 questions are asked. Report is generated as shown based on Accuracy and Time taken to respond.
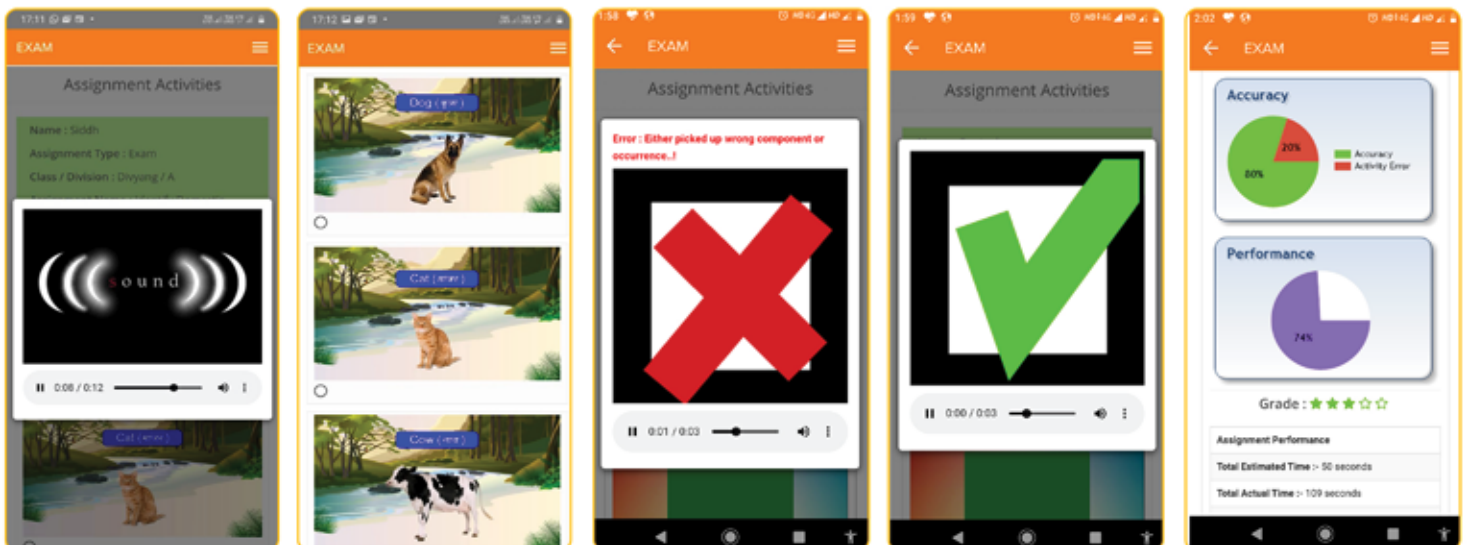
Imparting Vocational Skills to Divyang Children

Objective : Imparting Vocational Skills to Persons with various different Disabilities by using Technology based solution with a view to Skill, Scale and Speed and reduce the need for Highly Skilled Trainers
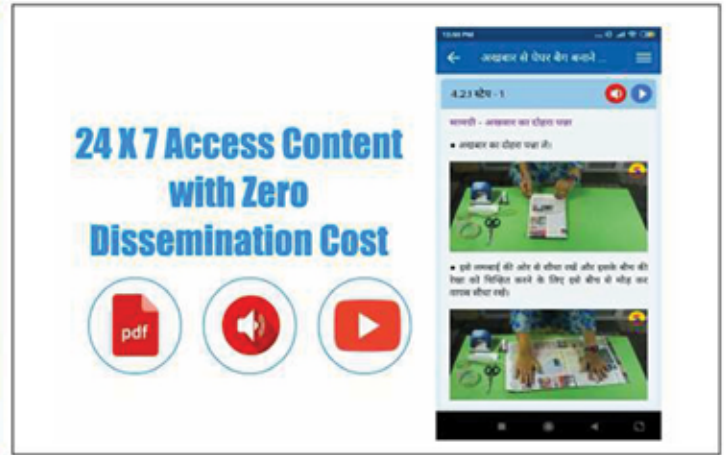
Methodology for Imparting Skills

1) Study and identify process In consultation with Domain Experts, NGOs and/or NSDC. Prepare an Interactive Multi Media content describing and demonstrating stepwise process. For ex. "How to prepare Paper Bags from News Paper" or How to Make Agarbatti" etc.

1) Use of Augmented Reality by Connecting Real World with Digital World with the use of RFID Reader/Sensor Mechanism. As the person is working in Real World he/she is guided and monitored by Digital Application running on computer/mobile phone thru RFID connectivity.
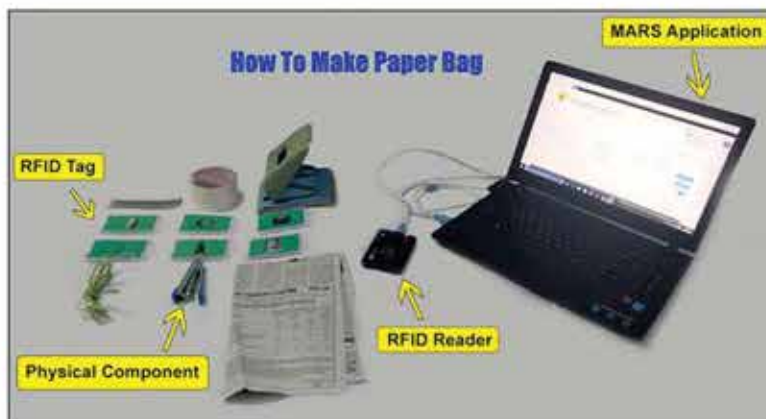
2) Interactive Mobile App.

Founding Director, Uday M. Mehta, has done B. Tech from IIT Bom., G.C.W.A. (Kolkatta), M.B.A., C.P.A., M.A. Economics from California. He used to work for Price Water House & Co. in San Francisco and The World Bank in Washington D.C. He is a Father of 34 years old Cerebral Palsy Son "Siddh" who is more than 90 Percent Disabled. He spent first 6 years in USA with no cure in sight decided to migrate back to India to take care of him. He knows pain and agony of raising a Divyang Son. This is an attempt to bring smile on the faces of many Divyang children with the use of Assistive Technology.

Together we can make it a Better World for All.

Let us be Grateful to the Creator for the Wonderful World We Live In.

Guided by Shiv Shakti

नित्य कृतज्ञोहम कदापि कृतघ्नो नास्ति..

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