

Abstract

E-Dyslexia is a media to learning on the android platform that aims to make children who are lazy to learn how to read to be interested in reading, especially children with dyslexia who have special needs. The media is made as attractive as possible with design that are adaptable to the age of the user.

The media learning, contains a wide variety of content such as how to learning the alphabet from A–Z, learning word, and also stories in it that could provide a moral message to kids and exercise who use this application. there are also more than two content in it.

Target users this app is 6-8 years old children that bears the dyslexia. There is a hope that the children with dyslexia can help for children with dyslexia for reading letters and words.

Keywords : Dyslexia, mobile applications, interactive learning media.