

ABSTRACT

Dyslexia has a lack of ability which causes other disturbances to social-emotional development. Based on an interview with the Chair of the Indonesian Dyslexia Association, increasing self-awareness is one form of dyslexia therapy to reduce that problem. Therefore there is a need for increasing self-awareness to solve that problem, whereas such technology the closest has not been fit with dyslexic children need. Then this study tries to focus on designed and developed CISELexia (Computer-Based Method for Improving Self-Awareness in Children with Dyslexia) technology using a gamification approach. It aims to help dyslexic children improve their competencies by increasing their self-awareness. Based on the implementation results CISELexia can increase the child's self-awareness state according to the rubric questionnaire given for about 10%.

Keyword: Dyslexia, Emotional-intelligence, Self-awareness, Gamification