Abstract

This article focuses on inclusion and rehabilitation through art and informal learning environments. It addresses therapy for pupils with special educational needs (SEN), using interactive art environments, real-time sound and image control, aesthetic experiments and hardware and software used in the creation and implementation of artistic environments.

Main findings

Physical therapy and training for children and young people with SEN, based on repetition, are often tedious and slow both for child and therapist (Petersson, 2006). The present research shows that therapy in interactive environments, based on visual and audio stimuli, in weekly individual sessions, of 15 to 45 minutes duration (according to individual needs), presents positive results. By interacting with multimedia, image, video, 2D or 3D graphics and audio, through body movement or voice input, children discover and develop sensory skills, exercise movement and mobility in a spontaneous way and improve their attention and concentration levels.

Web link for additional information