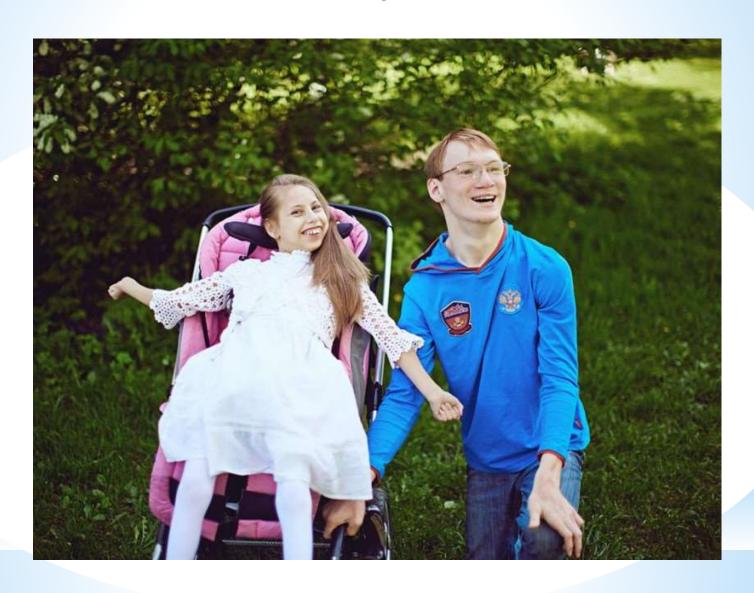
LINKa

Yurevich Katsiaryna senior lecturer of the Department of Correction and Development Technologies, Institute of Inclusive Education BSPU.

LINKa





https://linka.su













LINKa. Look



A program for selecting cards from a table using various input tools, such as a keyboard, mouse, joystick, or Tobii eye tracker.

LINKa. Write



A program that translates printed text into speech and saves frequent phrases. Suitable for people who type easily on a keyboard or tablet screen, but have problems with speech.

LINKa. Push



The program is suitable for those people who can only press one button. The program offers a choice by sorting through the options in the table. The table can consist of a keyboard layout, whole words, or pictures of reciprocity from the answer that is needed from the user.

LINKa. Paper Keyboard



An application for people with problematic motor skills, which allows you to type text using large keys.

LINKa. Show



The program is intended for people who do not have the opportunity to express themselves through speech, oral or written.

LINKa. Play it



This is a set of games that teaches children to control the computer with a glance. The set includes games for children of different ages and levels of development. The game starts with the simplest tasks: in one of the first games, for example, the child just needs to look at the screen, in the second — to look at the figure on the screen. The task of LINKa games is to interest the child, open up new opportunities for him and give him a chance to start communicating.