

Lezione n 16 del 25 Novembre 2020

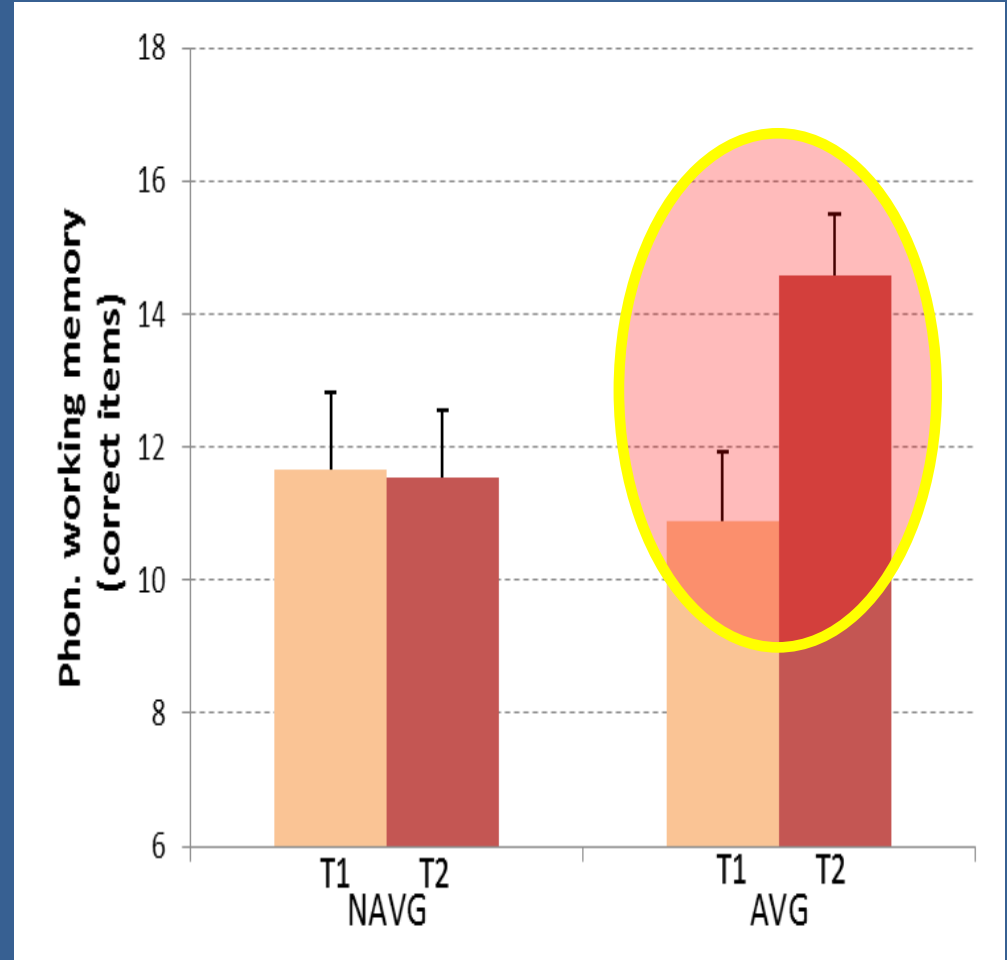
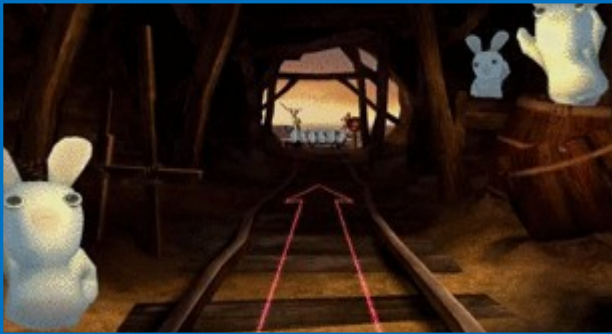
Nps svi e riabil

Effetto degli action video games nei
bambini con dislessia

Visual, cross-modal attention and phonological working memory (Study 1 and 2)

MIGLIORARE la lettura nei bambini con dislessia Riducendo i loro deficit attenzionali (Studio 2)

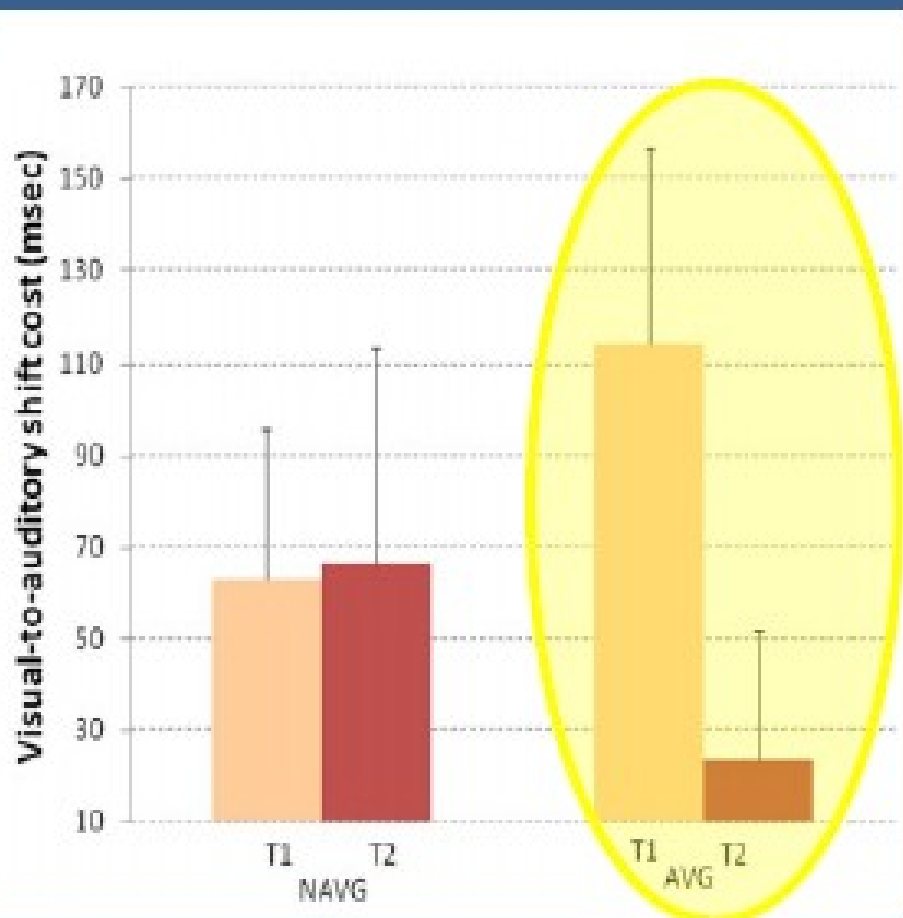
Memoria di lavoro fonologica

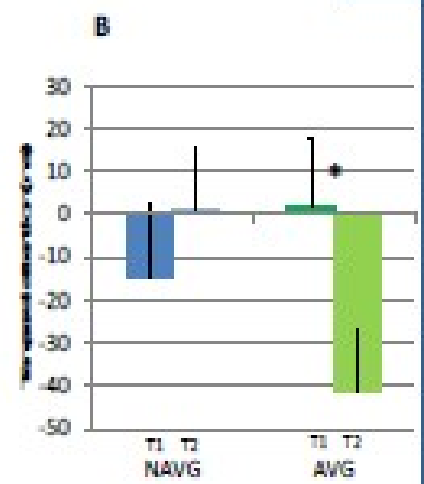
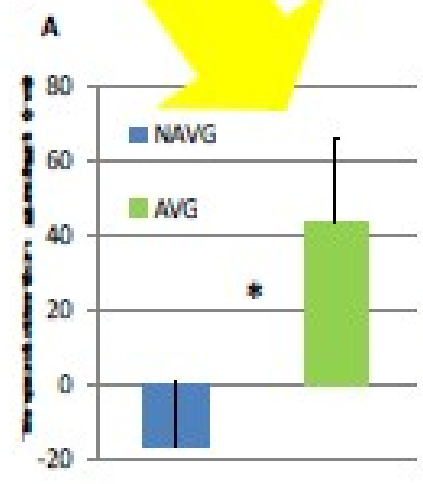
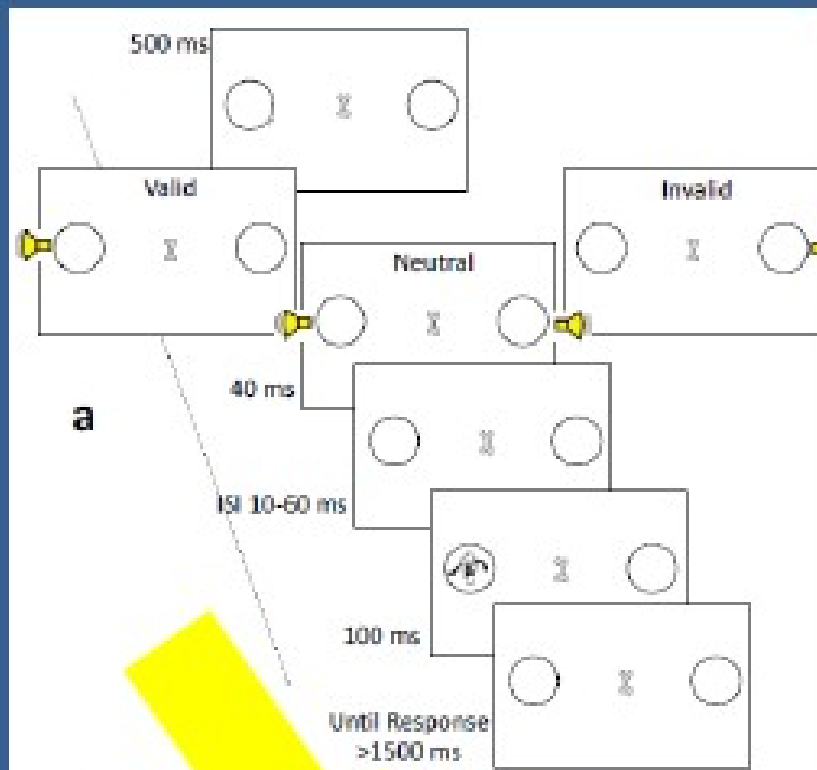
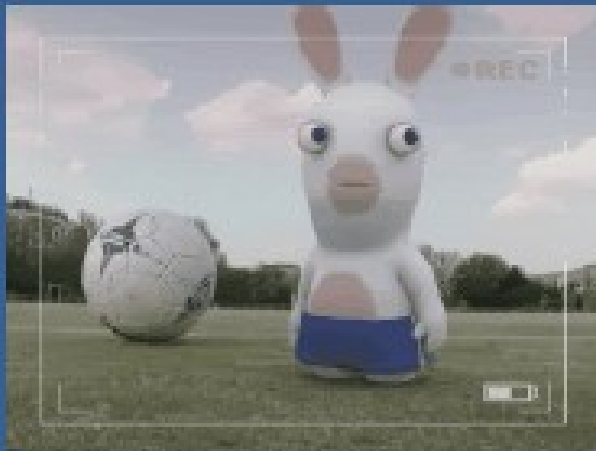


Visual, cross-modal attention and phonological working memory (Study 1 and 2)

MIGLIORARE la lettura nei bambini con dislessia Riducendo i loro deficit attenzionali (Studio 2)

Attenzione cross-modale





Visual motion perception and pseudo-word repetition (Study 3)

MIGLIORARE la lettura in bambini con dislessia Aumentando la percezione visiva del movimento (Studio 3)

Cerebral Cortex Advance Access published October 6, 2015

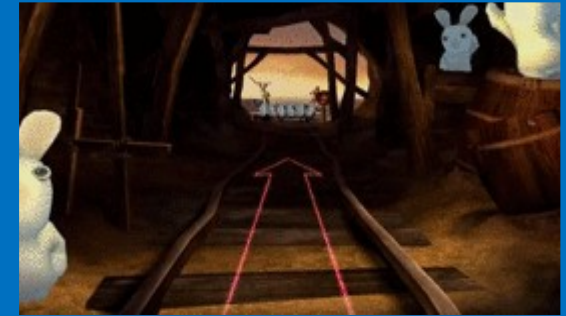
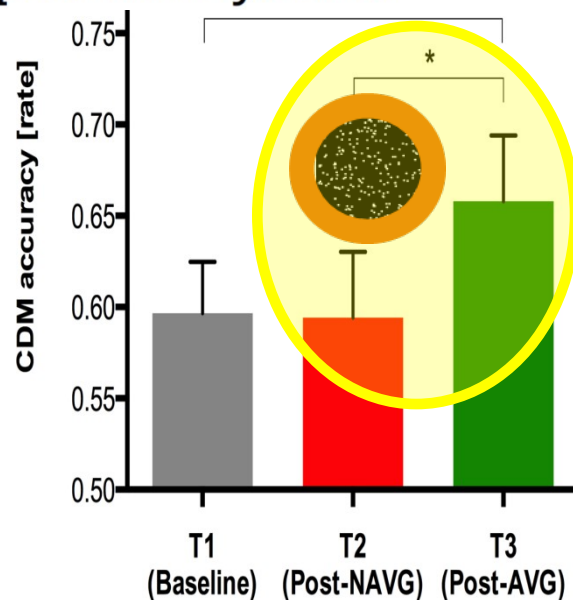
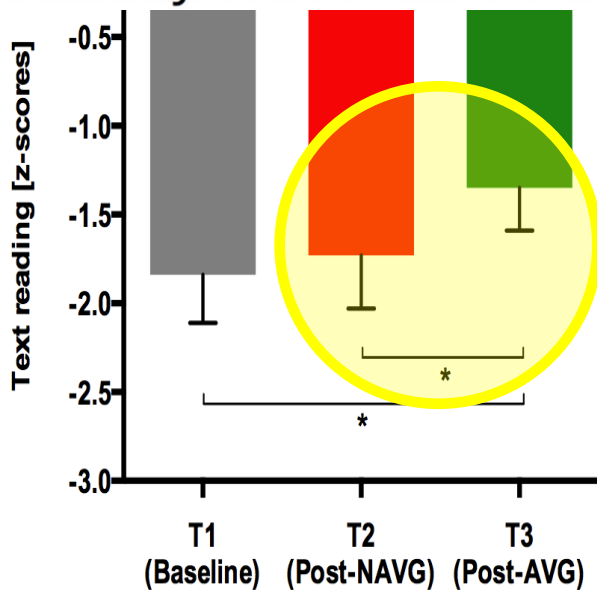
Cerebral Cortex, 2015, 1–14

doi: 10.1093/cercor/bhv206
Original Article



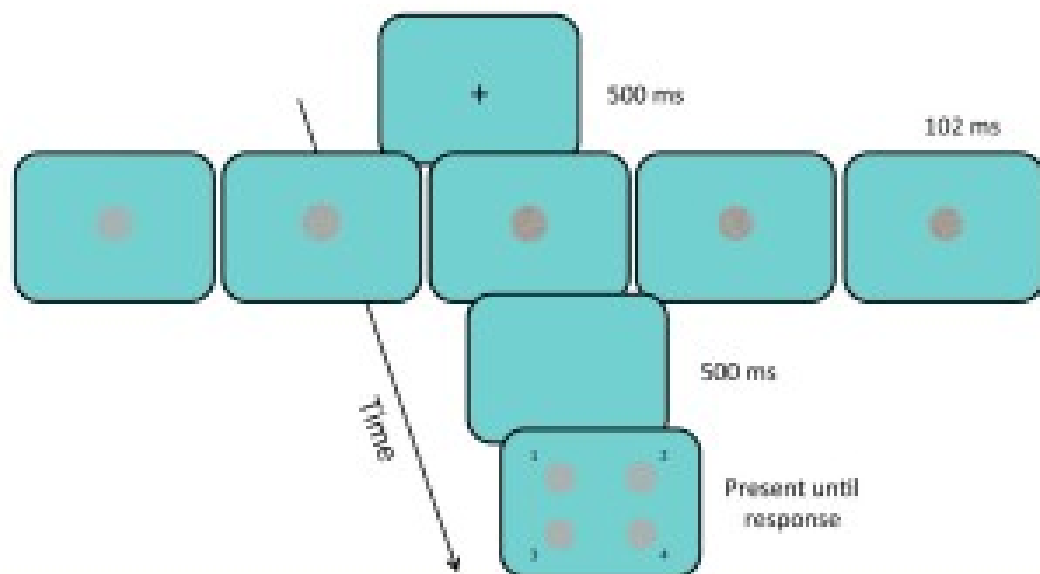
ORIGINAL ARTICLE

Multiple Causal Links Between Magnocellular–Dorsal Pathway Deficit and Developmental Dyslexia



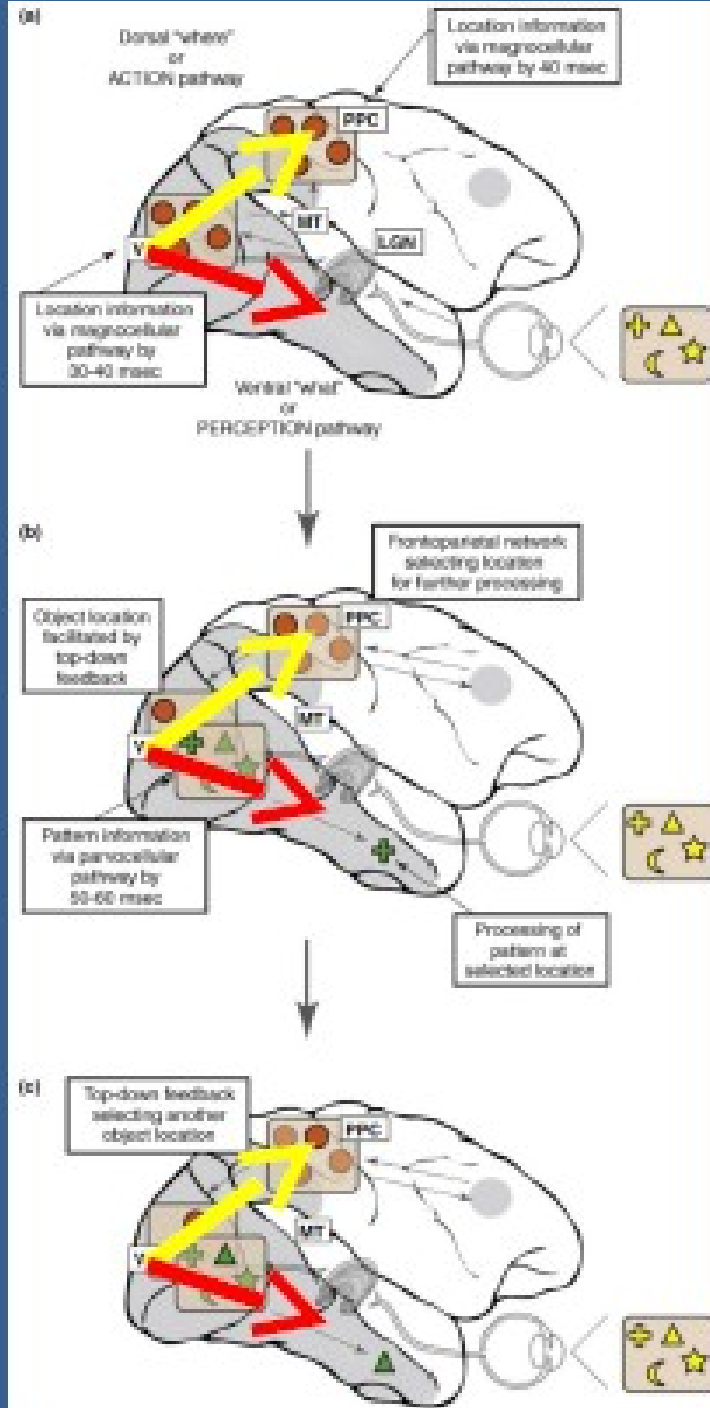
3. Video giochi d'azione: Circuito ventrale?

E.



Resultati:

Nessun miglioramento nel compito ventrale (NAVG = t1 vs. t2 o AVG = t2 vs. t3).



Visual motion perception and pseudo-word repetition (Study 3)

MIGLIORARE la lettura in bambini con dislessia Aumentando la percezione visiva del movimento (Studio 3)

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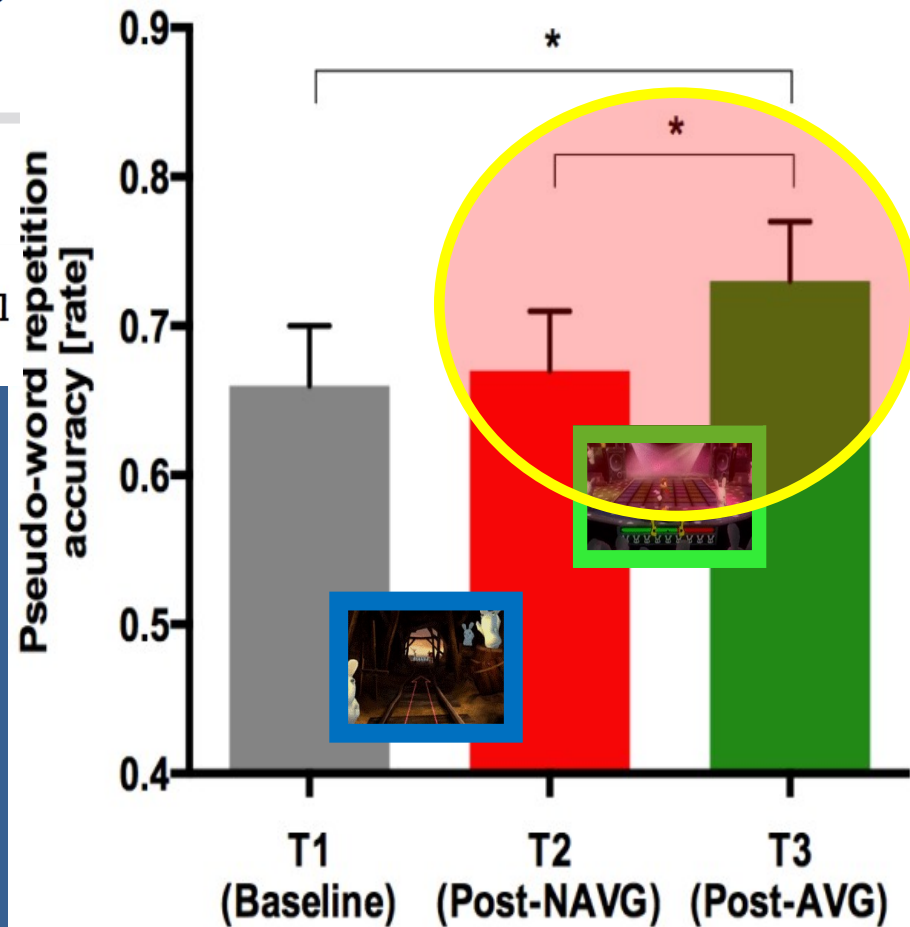
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ORIGINAL ARTICLE

Multiple Causal Links Between Magnocellular–Dorsal Pathway Deficit and Developmental Dyslexia

Un altro effetto multisensoriale mediato dal miglioramento del circuito dorsale!



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Lettura e Affollamento visivo

L'uomo sta mangiando la pera. La bambina asciuga il bicchiere. Il ragazzo che sta inseguendo il cavallo è magro. La quercia si trova nel mezzo della città. Non solo il cane, ma anche il fiore è rosso. La bambina aveva lo zaino verde. La stella, dentro cui c'è il cerchio, è viola. Il ragazzo non ha né cappotto né sandali. La stella è

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Extra-large letter spacing improves reading in dyslexia

Marco Zorzi^{a,1,2}, Chiara Barbiero^{b,1}, Andrea Facoetti^{a,c,1}, Isabella Lonciari^b, Marco Carrozzi^b, Marcella Montico^d, Laura Bravar^b, Florence George^e, Catherine Pech-Georgel^e, and Johannes C. Ziegler^f

^aDepartment of General Psychology and Center for Cognitive Science, University of Padova, 35131 Padua, Italy; ^bChild Neurology and Psychiatry Ward, Department of Pediatrics, Institute for Maternal and Child Health "Burlo Garofolo", 34137 Trieste, Italy; ^cDevelopmental Neuropsychological Unit, "E. Medea" Scientific Institute, 32842 Bosisio Parini (LC), Italy; ^dEpidemiology and Biostatistics Units, Institute for Maternal and Child Health "Burlo Garofolo", 34137 Trieste, Italy; ^eCentre de Références des Troubles d'apprentissages, Centre Hospitalier Universitaire Timone, 13385 Marseille, France; and ^fLaboratoire de Psychologie Cognitive, Aix-Marseille University and Centre National de la Recherche Scientifique, Fédération de Recherche 3C, Brain and Language Research Institute, 13331 Marseille, France

Edited by Michael Posner, University of Oregon, Eugene, OR, and approved April 23, 2012 (received for review April 4, 2012)

**Spatial attention deficits
in dyslexic children
might impair their ability
to focus on each
successive letter in a
visual word.**

Helping dyslexic children attend to letters within visual word forms

Bruce D. McCandliss¹

Department of Psychology and Human Development, Vanderbilt University, Nashville, TN 37203

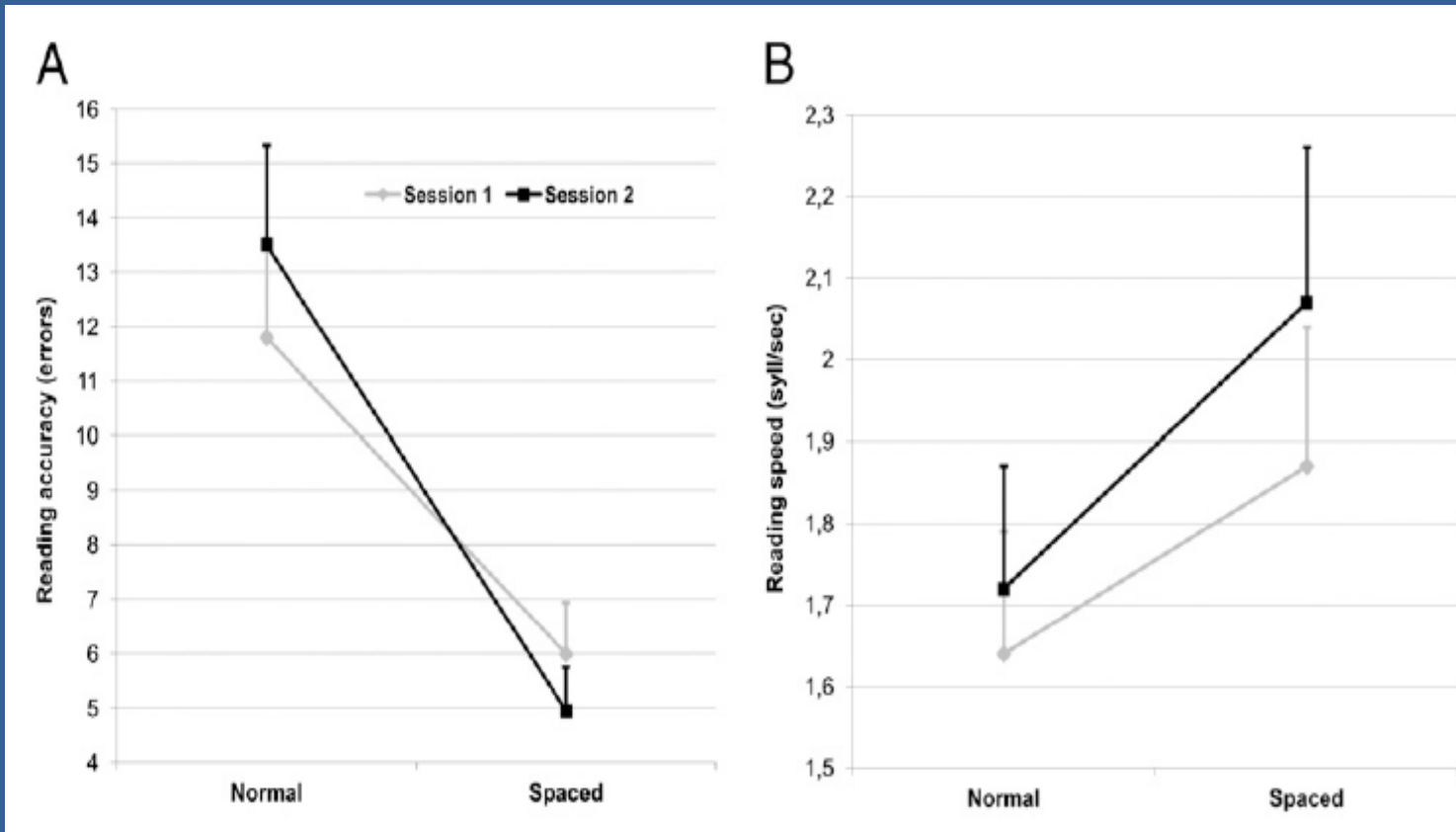
Learning to read visual words aloud requires a novel integration of two distinct neurocognitive systems: a visual system that allows one to

metry may soon be changing. The study by Zorzi et al. (7) in PNAS provides a clear demonstration of an easily measured vi-

The letter-spacing effect in dyslexia apparently transcends geographical and linguistic boundaries, which is further evidenced by a study by Perea et al. (8)

Effetto della spaziatura sull'accuratezza di lettura

Effetto della spaziatura sulla Velocità di lettura



Action-Video-Game Experience Alters the Spatial Resolution of Vision

C.S. Green and D. Bavelier

Department of Brain and Cognitive Sciences, University of Rochester

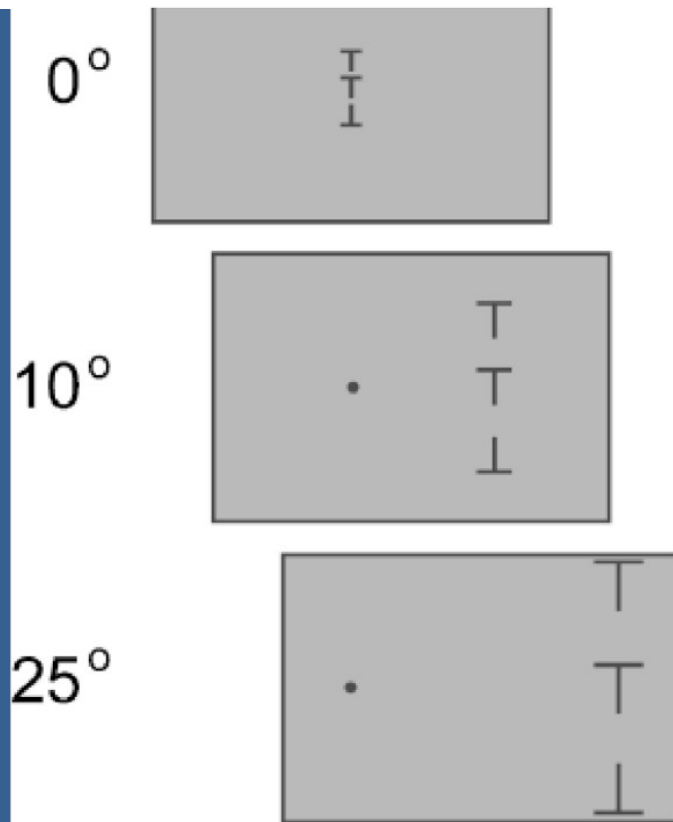
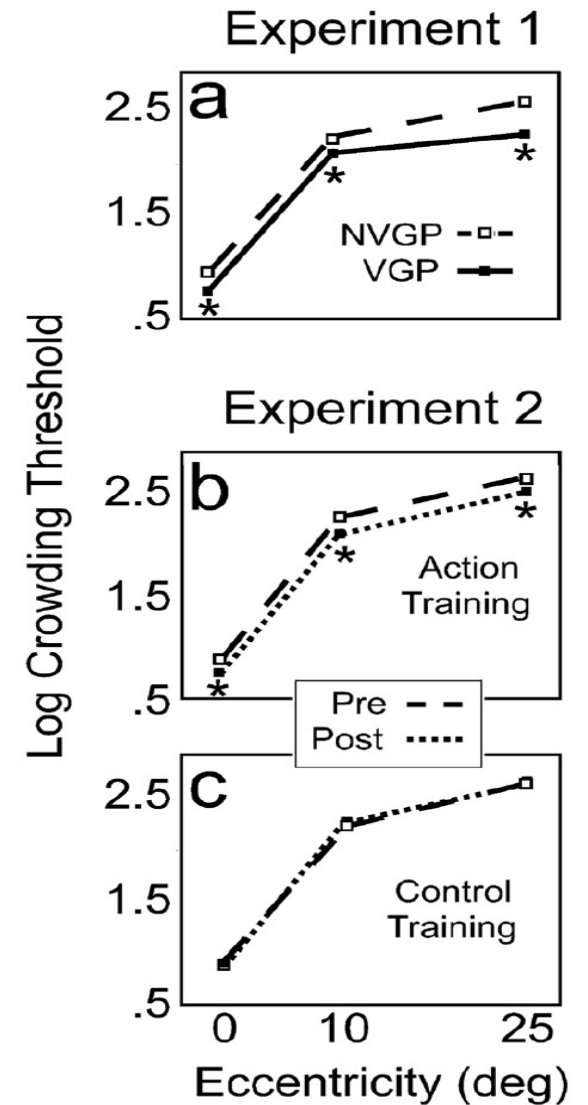
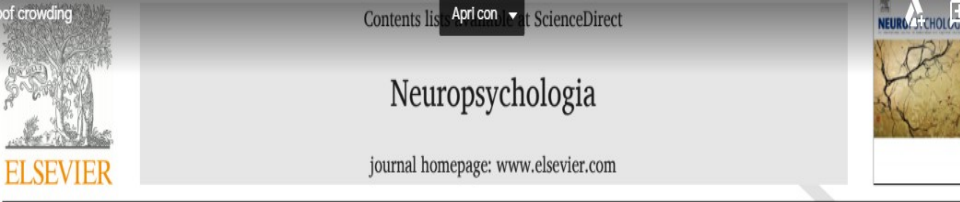


Fig. 1. Illustration of the test stimuli. The stimuli consisted of three T shapes randomly oriented either right side up or upside down. The subject's task was to indicate the orientation of the center T. In separate blocks, three eccentricities were tested— 0° , 10° , and 25° . The size of the Ts was set to be 1.5 times each individual subject's T-alone threshold at each eccentricity.



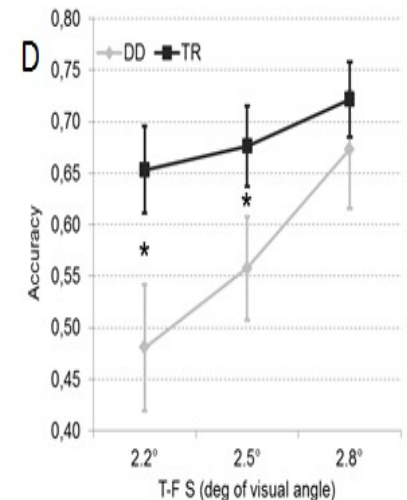
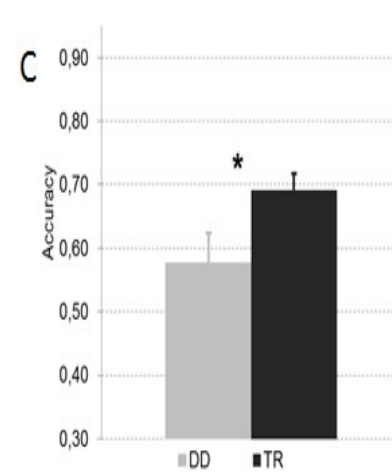
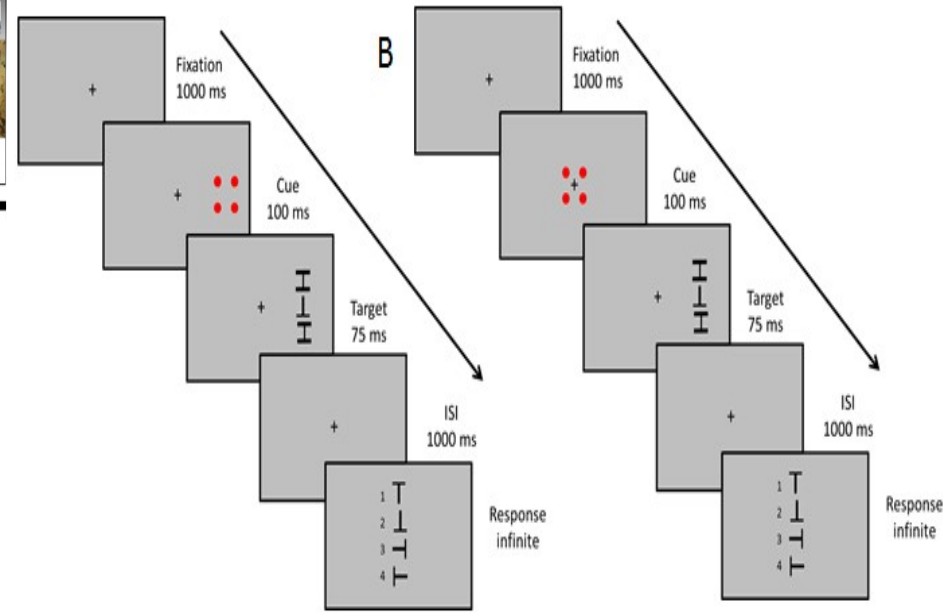
**Visual crowding
and phonological
working memory
(Study 4 and 5)**

MIGLIORARE la lettura nei bambini con dislessia RIDUCENDO l'affollamento visivo (Studio 4)



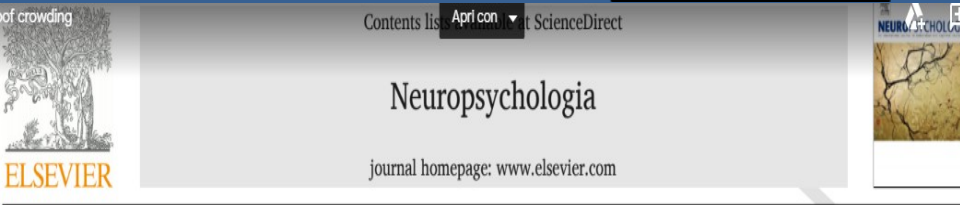
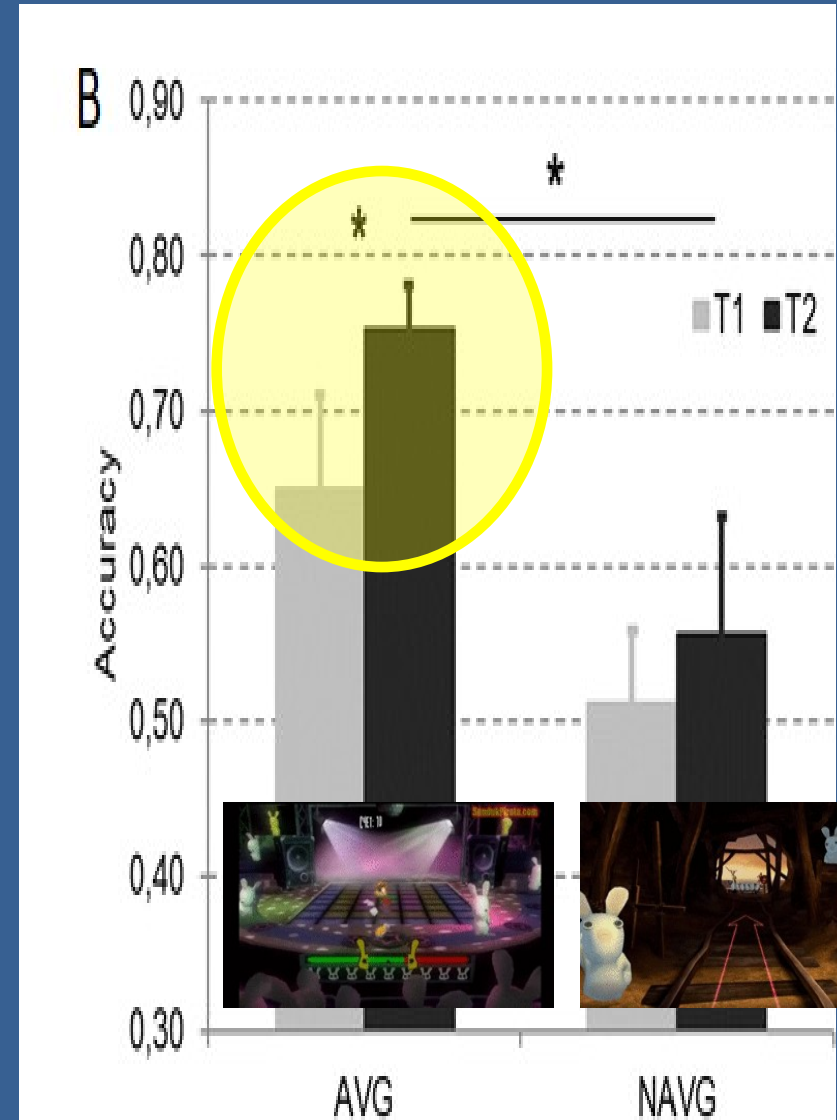
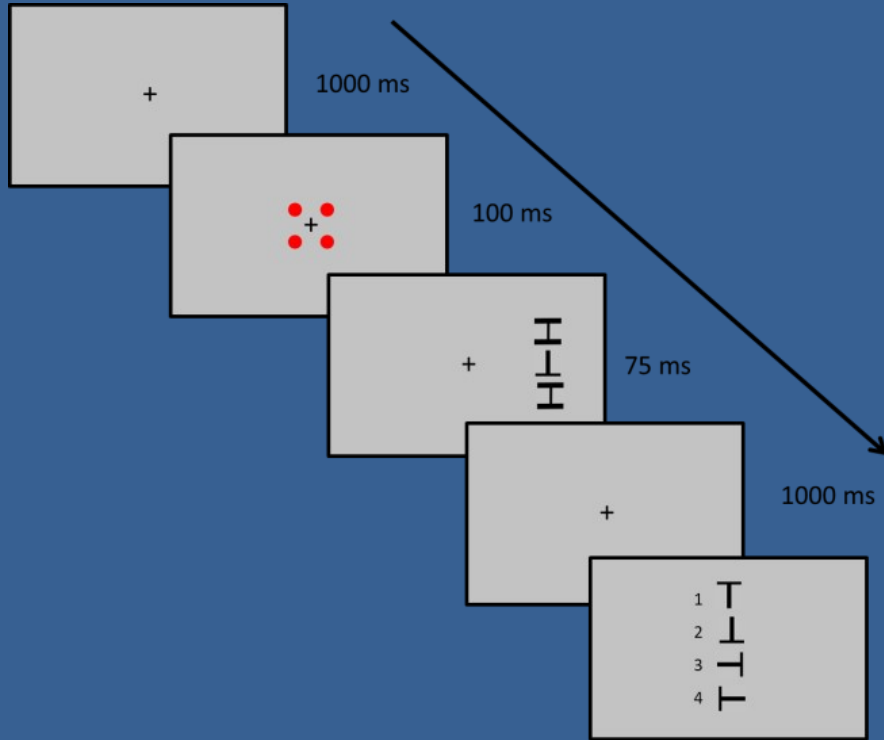
Is excessive visual crowding causally linked to developmental dyslexia?

Sara Bertoni ^{a,*}, Sandro Franceschini ^{a,**}, Luca Ronconi ^{b,c}, Simone Gori ^d, Andrea Facoetti ^a



Visual crowding
and phonological
working memory
(Study 4 and 5)

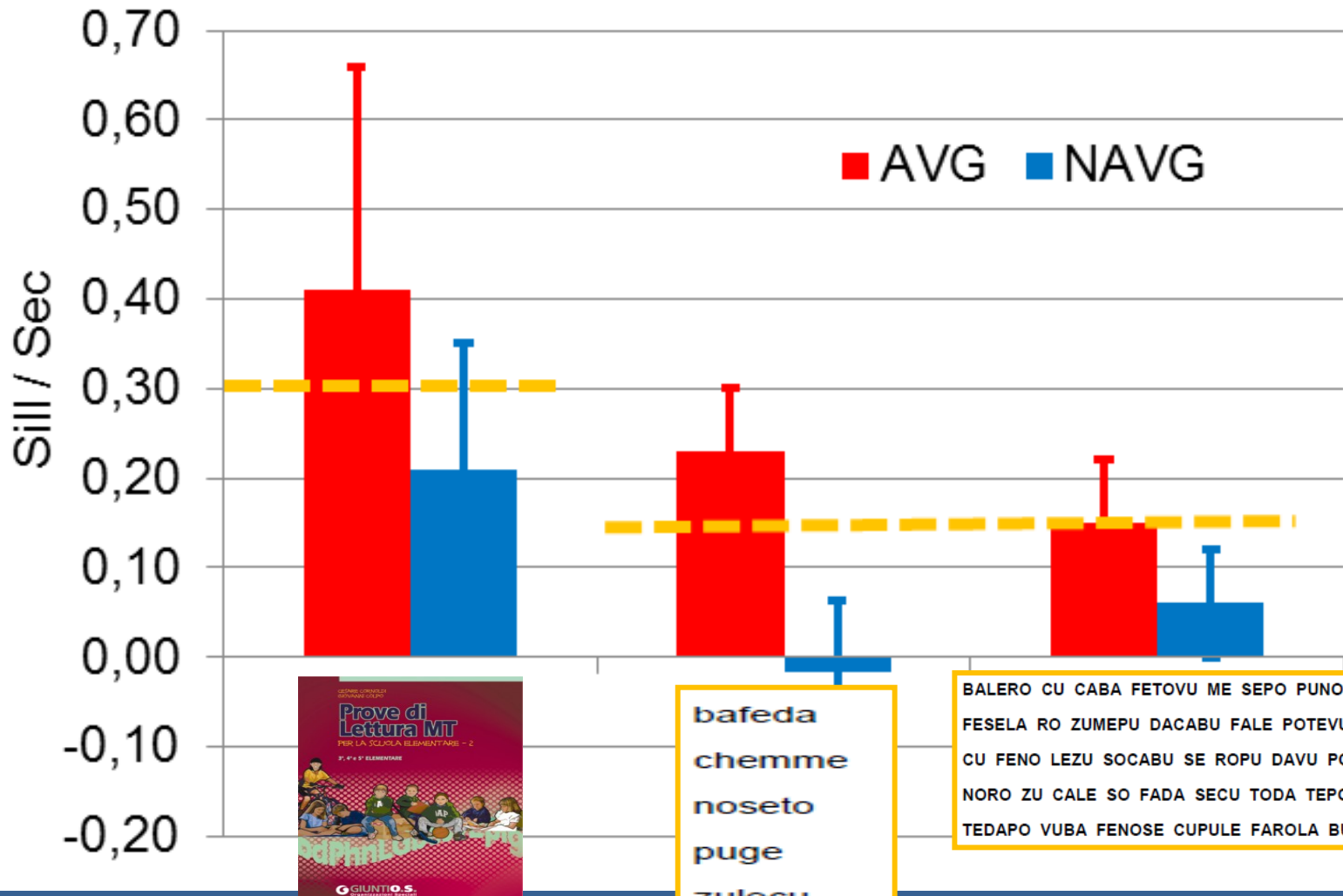
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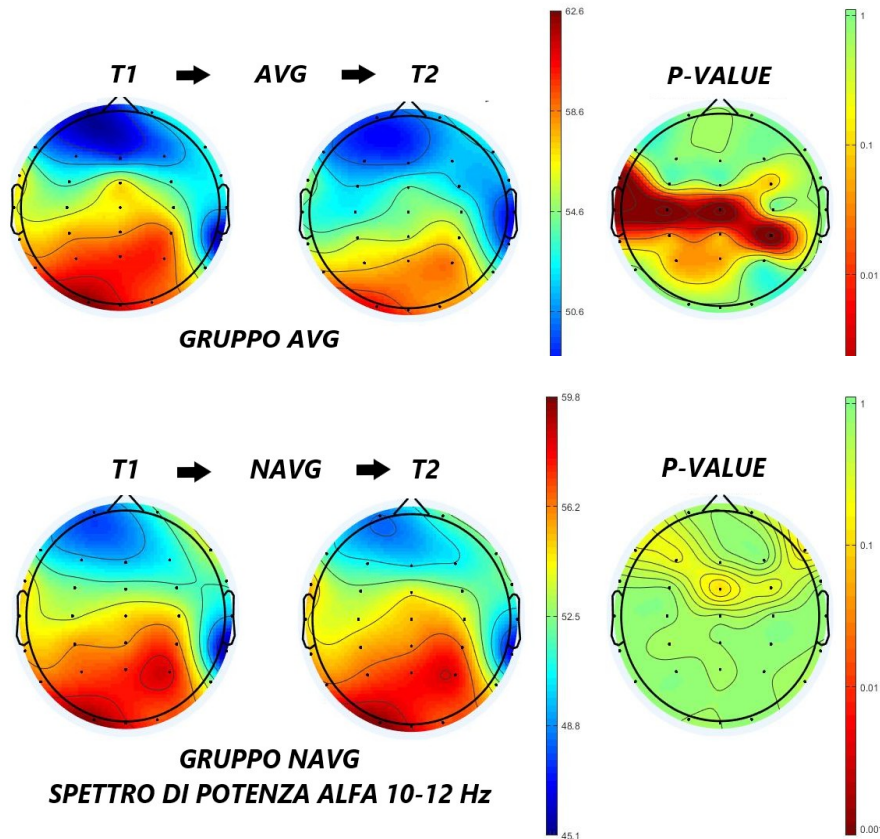
Reading improvements



bafeda
chemme
noseto
puge
zulecu
lacento
vurocaio

BALERO CU CABA FETOVU ME SEPO PUNO
FESELA RO ZUMEPU DACABU FALE POTEVU
CU FENO LEZU SOCABU SE ROPU DAVU PO
NORO ZU CALE SO FADA SECU TODA TEPC
TEDAPO VUBA FENOSE CUPULE FAROLA BU

Analisi dei risultati resting state EEG



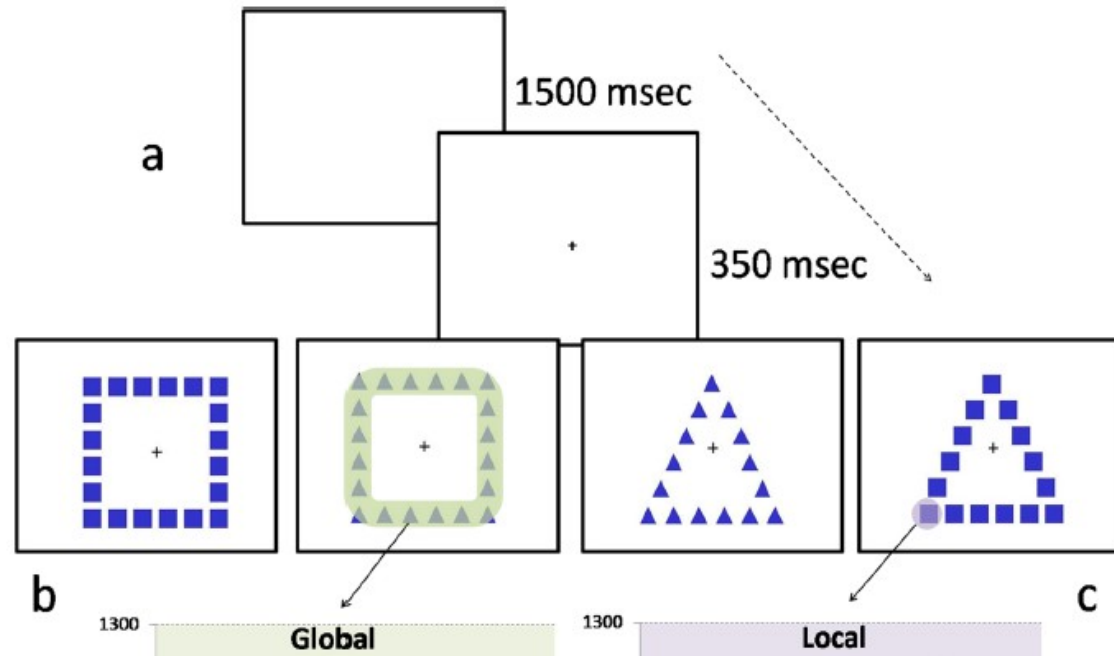
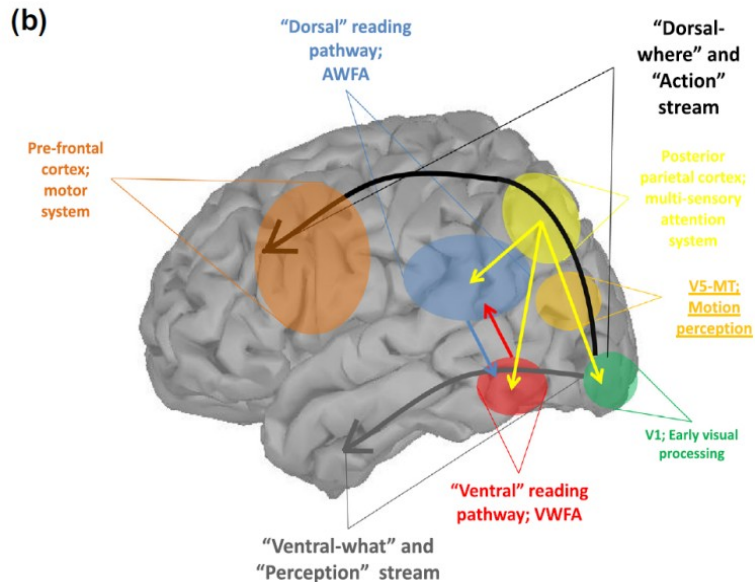
Il confronto statistico ha mostrato un decremento nello spettro di potenza statisticamente significativo soltanto per il gruppo AVG tra T1 e T2 ($t(6) = 3.478$, $p = .013$; T1 M= 9.53, DS= 3.03; T2 M= 7.02, DS= 4.31), e nessun effetto significativo nella condizione di trattamento NAVG ($t(6) = .473$, $p = .653$; T1 M= 6.74, DS= 3.02; T2 M= 6.22, DS= 4.39).

Gli elettrodi risultati statisticamente significativi nella banda di frequenza alfa *upper* (10-12 Hz) sono stati identificati spazialmente a livello delle zone parietali, temporali sinistre e centrali: T3, C3, CZ, P3, PZ, CP3, CPZ, FT7, TP7.

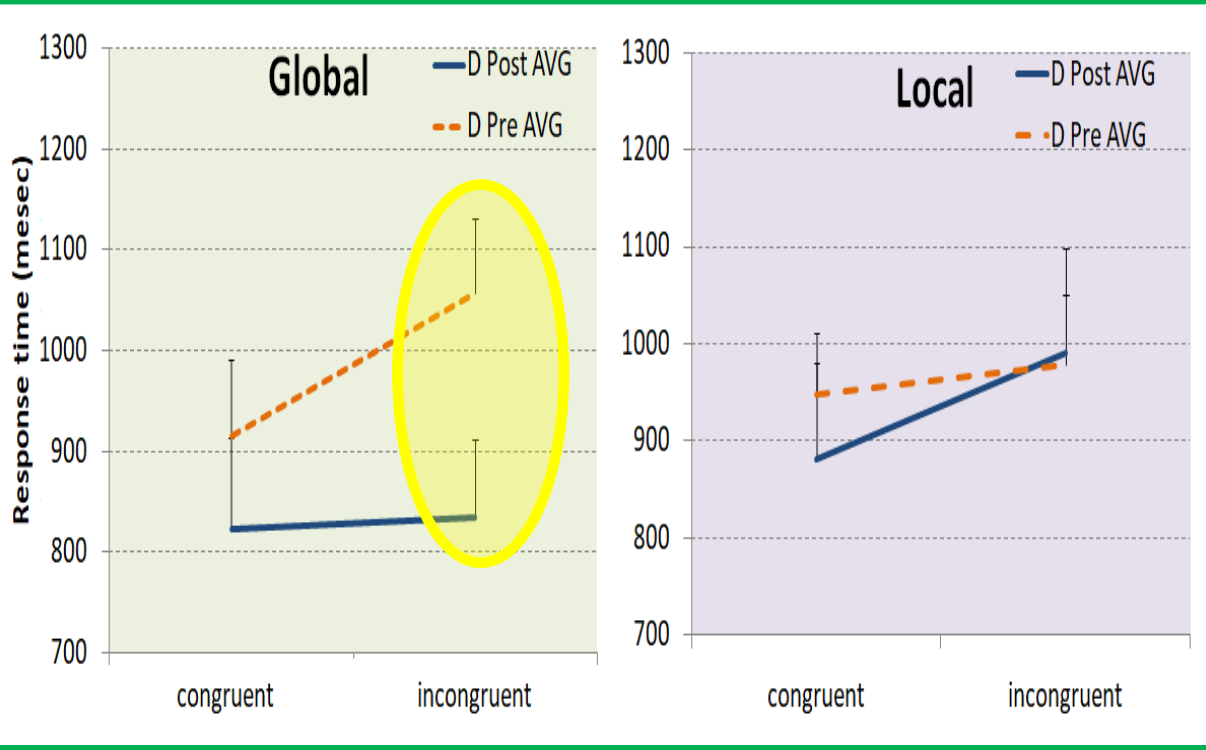
SCIENTIFIC REPORTS

OPEN A different vision of dyslexia: Local precedence on global perception

Sandro Franceschini^{1,2}, Sara Bertoni¹, Tiziana Giancesini³, Simone Gori⁴ & Andrea Facoetti



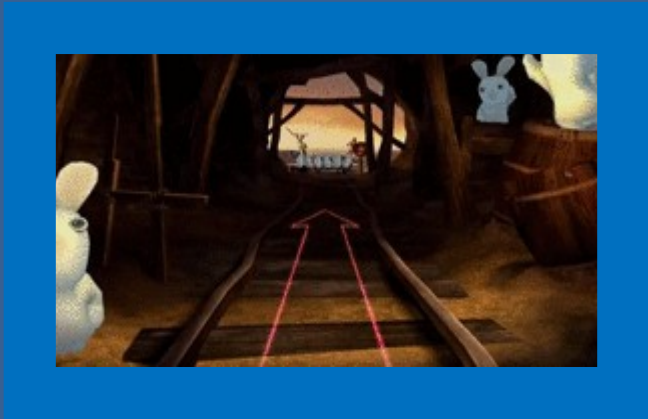
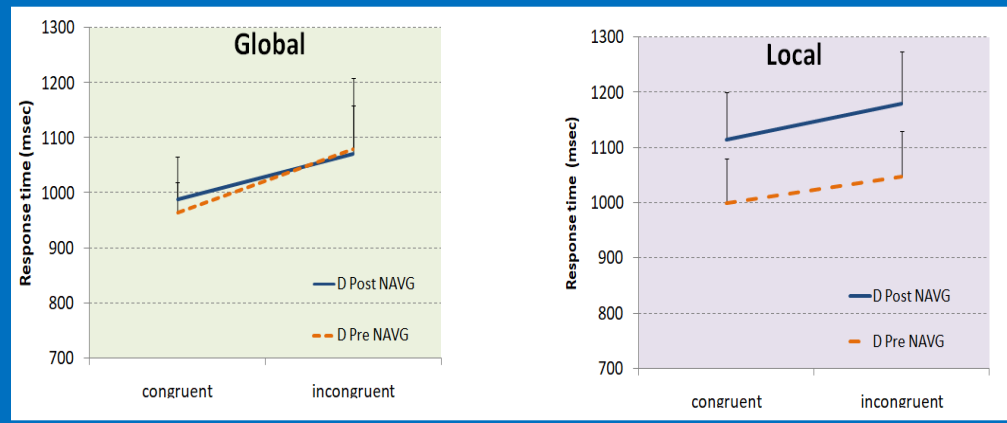
AVG



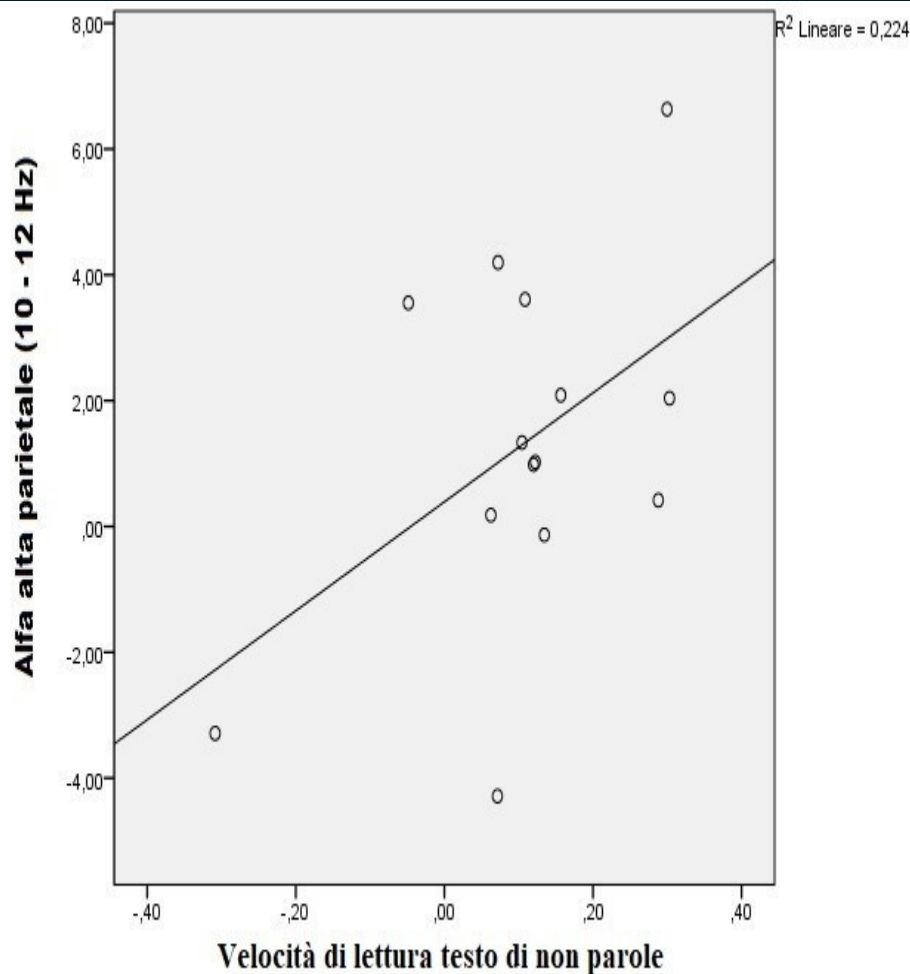
Visual global perception (Study 4)



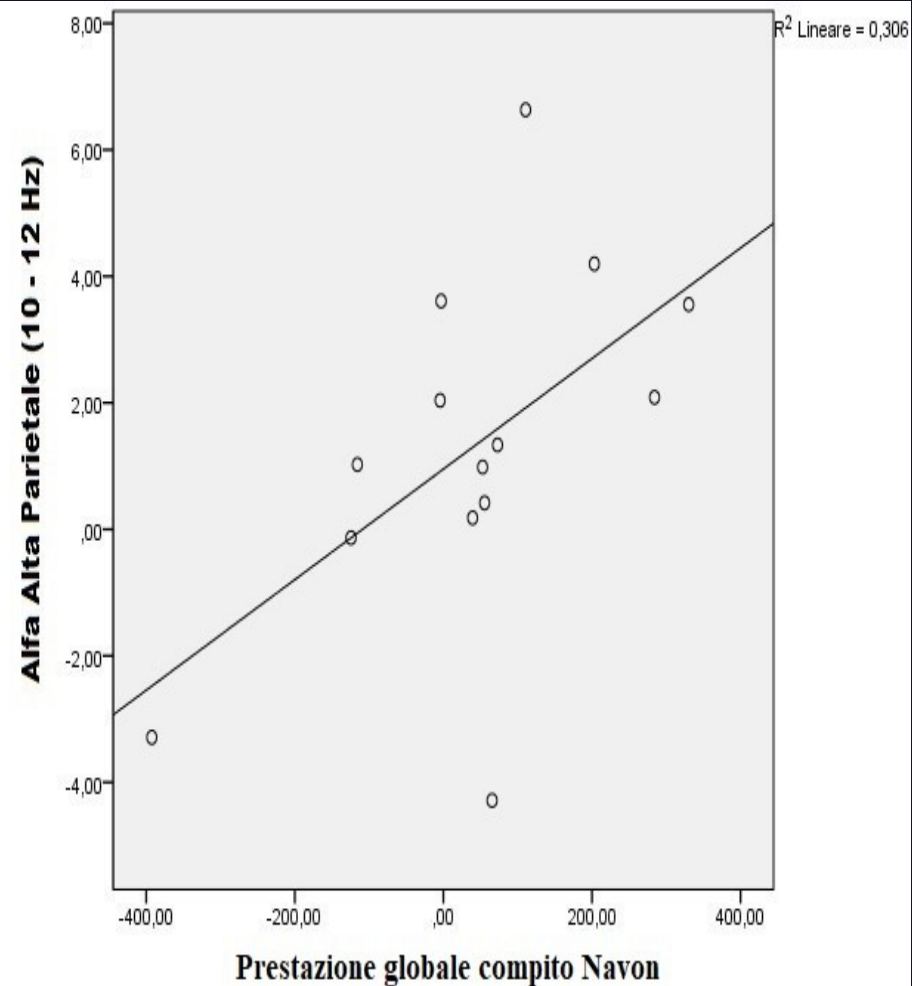
NAVG



Analisi dei risultati correlazionali

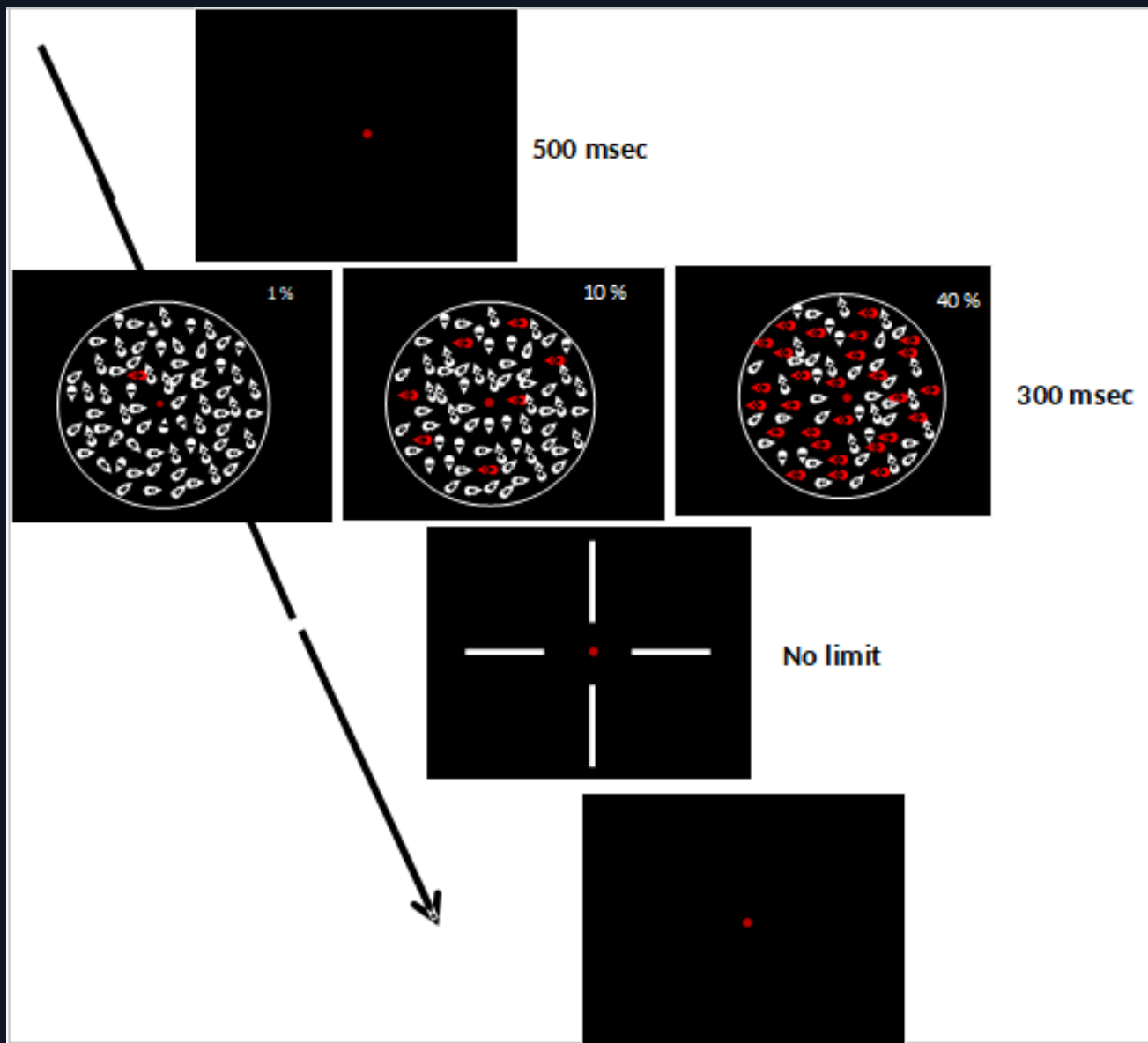


Correlazione tra l'indice delta della banda alfa alta (10 - 12 Hz) tra T1 e T2 e l'indice delta della velocità di lettura del testo di non parole tra T1 e T2

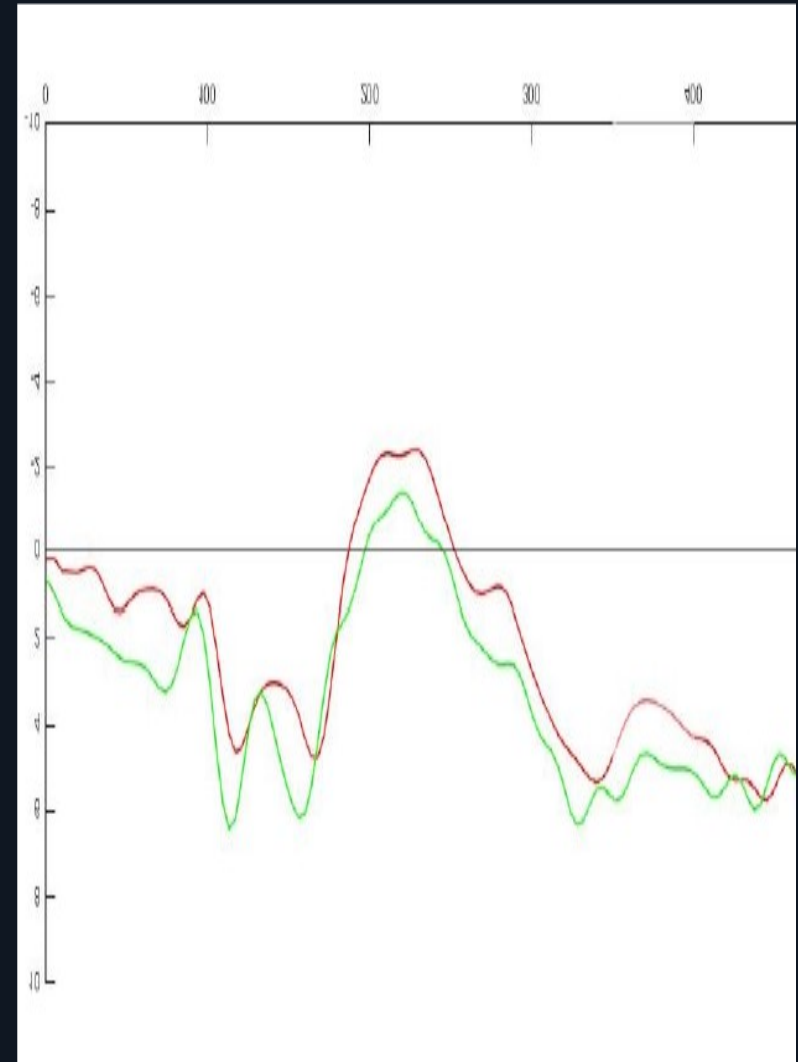
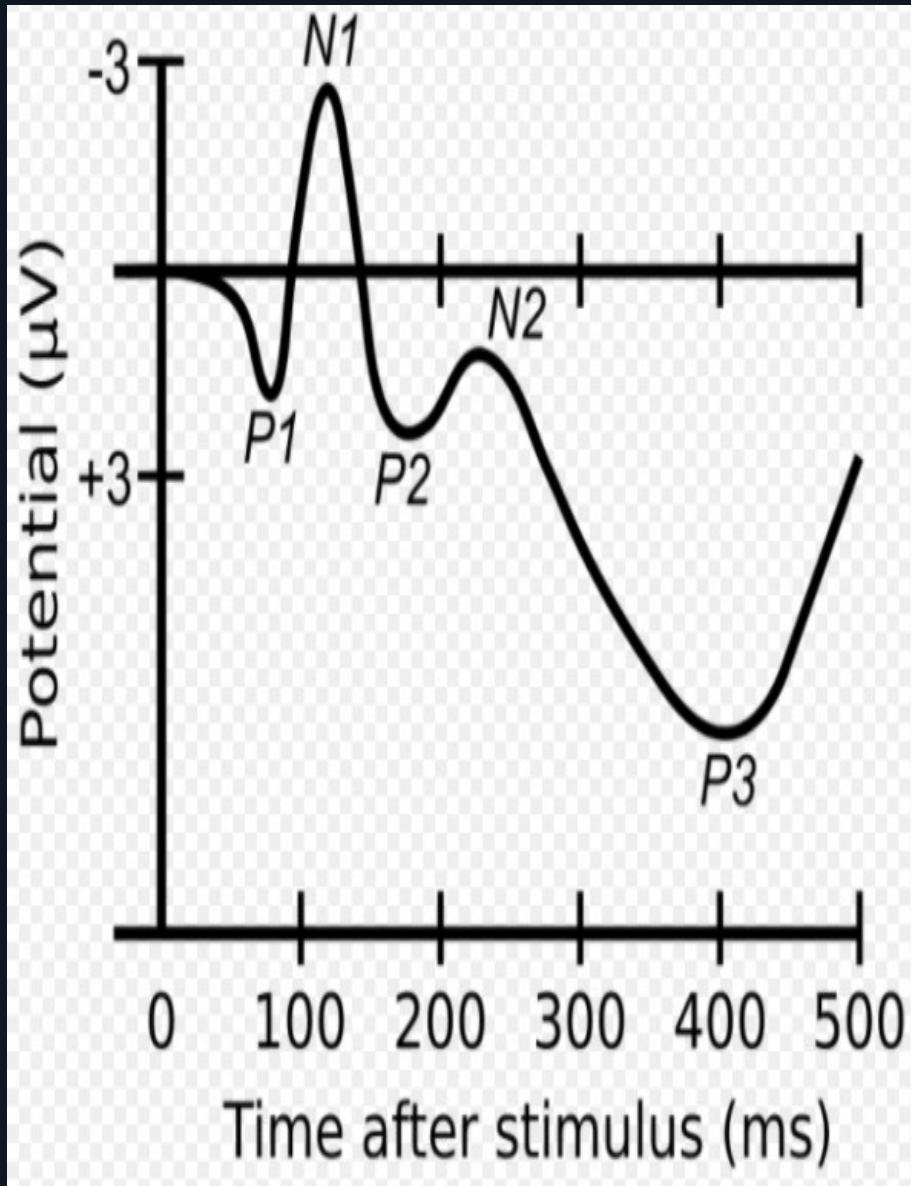


Correlazione tra l'indice delta della banda alfa alta (10 - 12 Hz) tra T1 e T2 e l'indice delta della prestazione globale al compito Navon tra T1 e T2

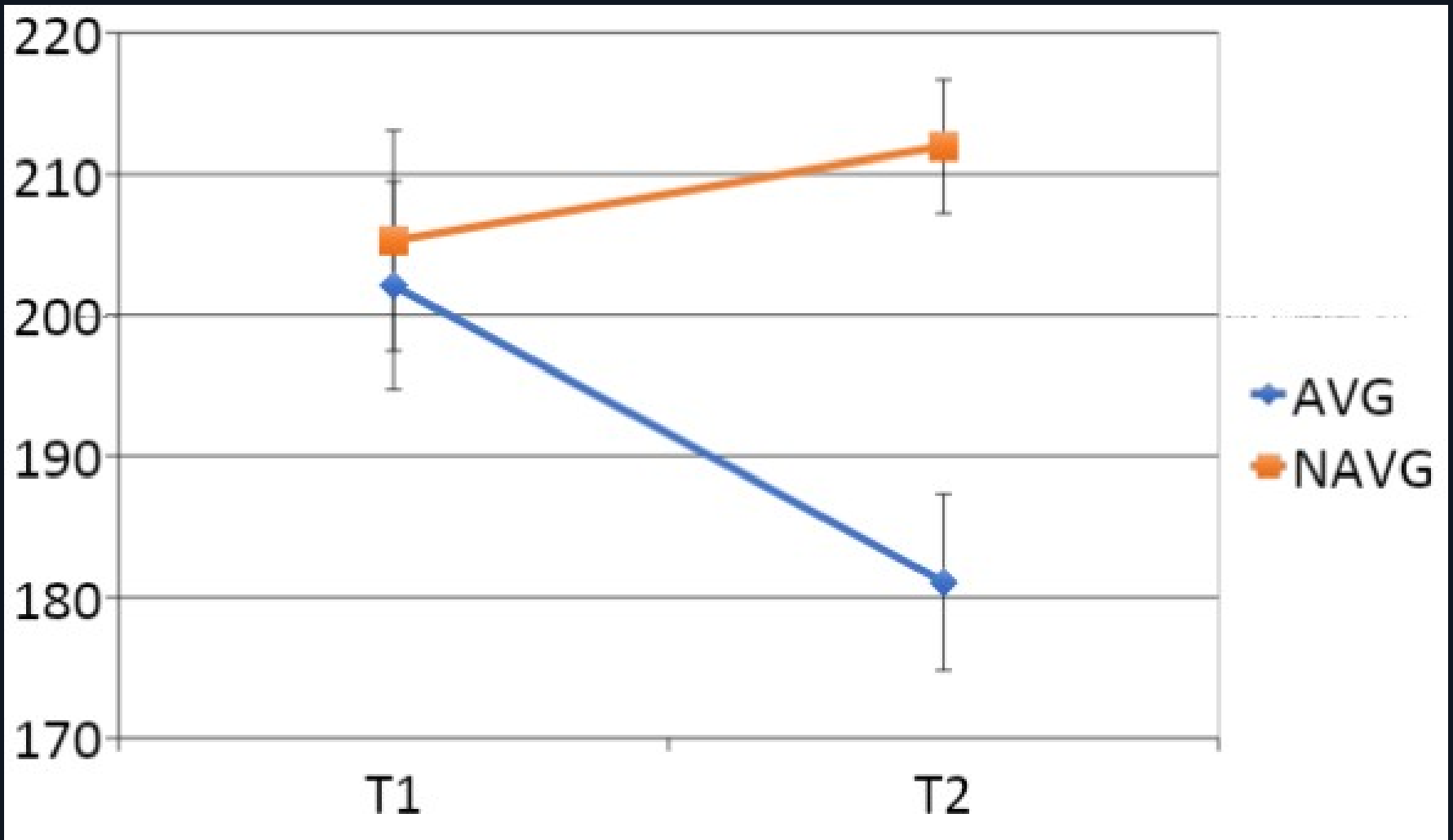
ERP N200 nel Motion (40%)

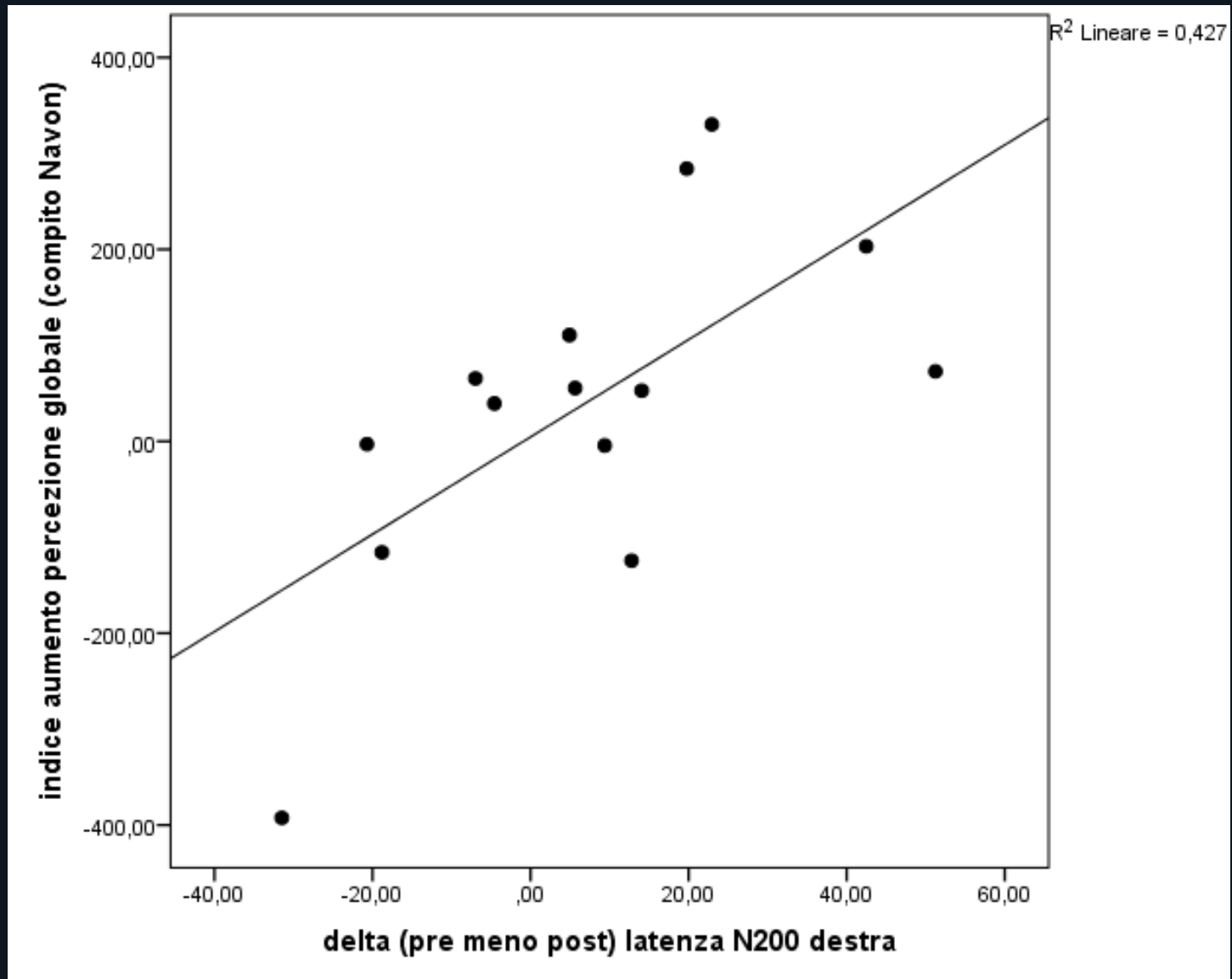


ERP Motion AVG Pre=red Post=green

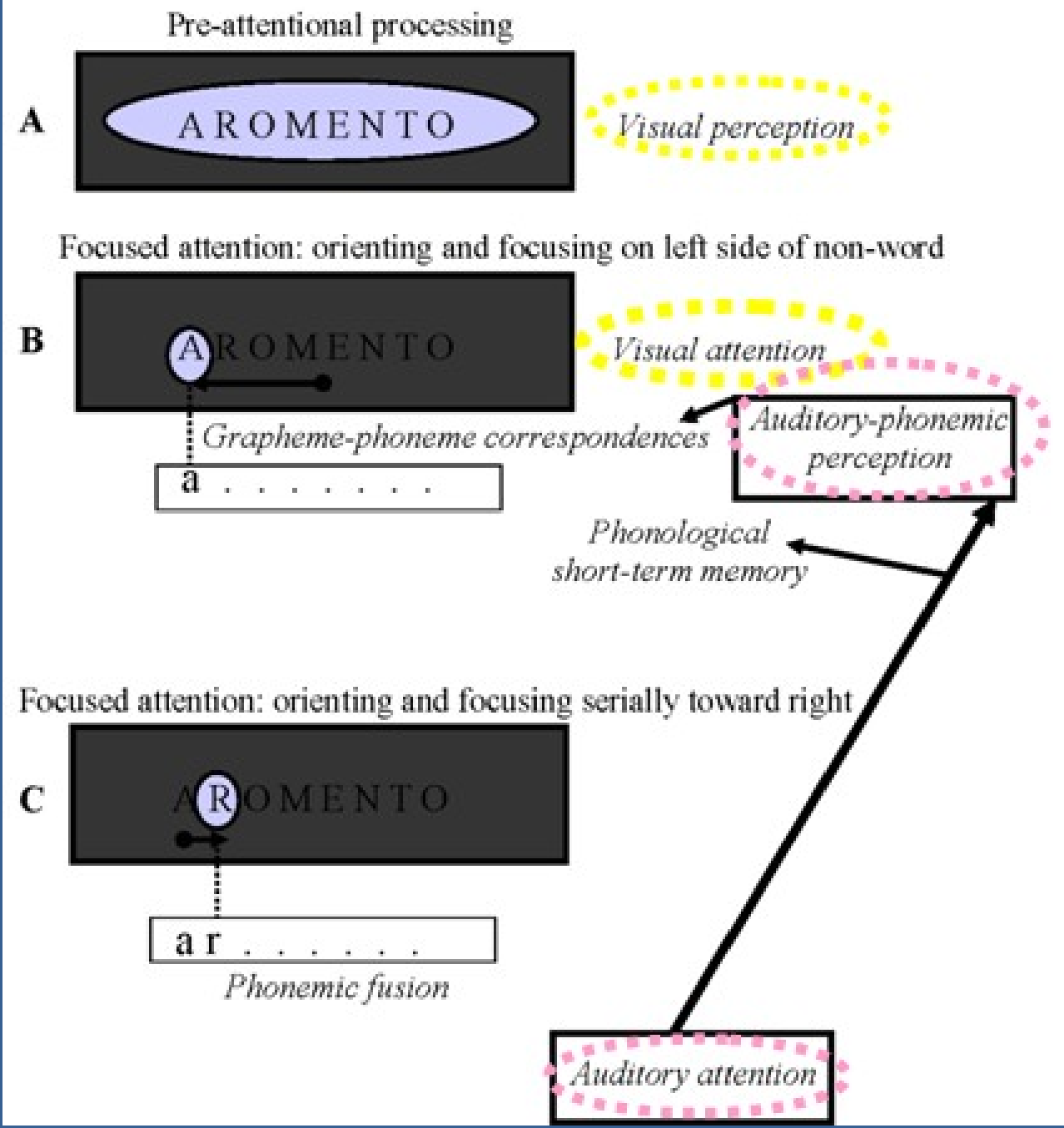


Latenza N200 Motion: AVG vs NAVG



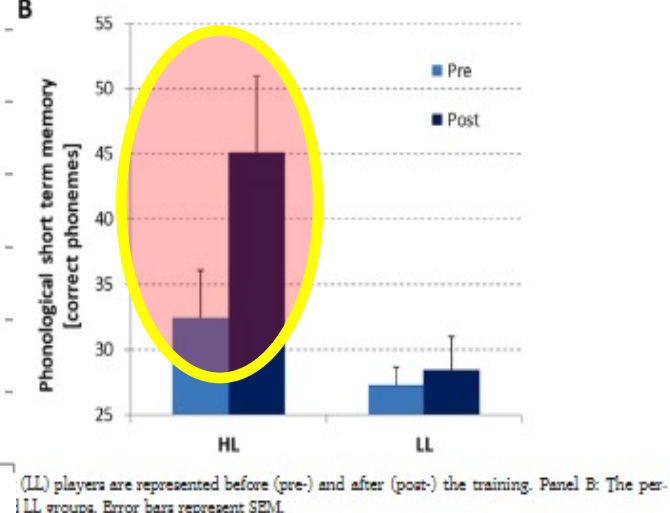
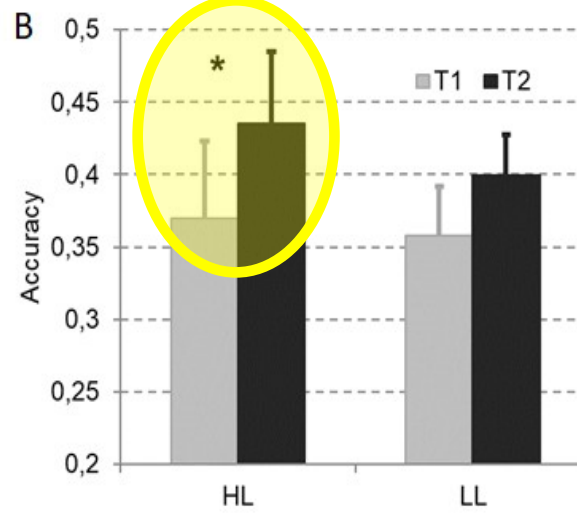
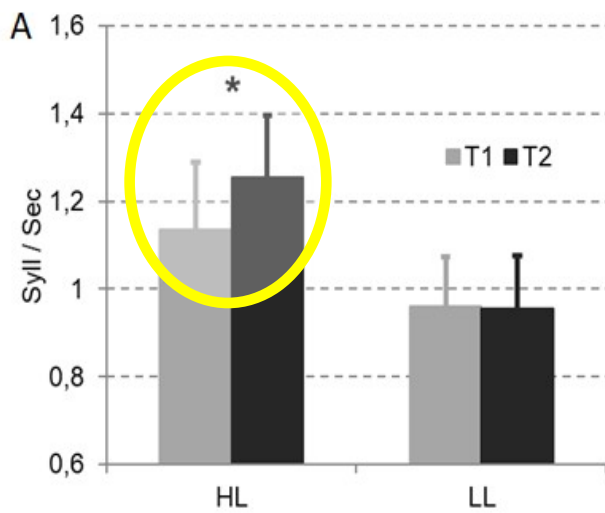


Perché
l'attenzione
visiva e
uditiva sono
importanti x
imparare a
leggere?



Visual crowding and phonological working memory (Study 4 and 5)

Fantastico! Noi mettiamo i bambini con dislessia davanti ad un video gioco d'azione e avremo risolto la dislessia! (Studio 5)



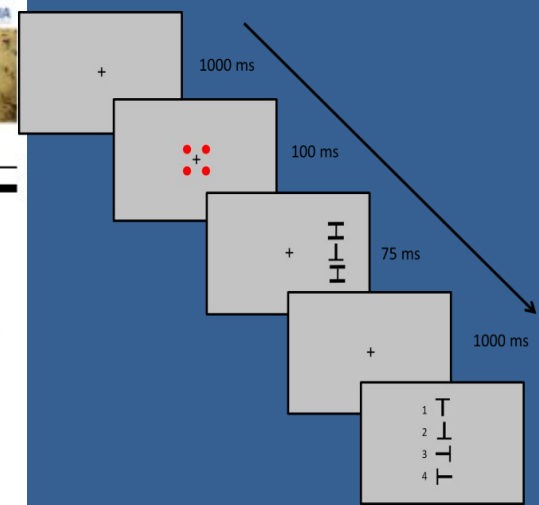
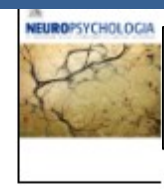
(LL) players are represented before (pre-) and after (post-) the training. Panel B: The per-LL groups. Error bars represent SEM.



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Improving action video games abilities increases the phonological decoding speed and phonological short-term memory in children with developmental dyslexia

Franceschini Sandro, Bertoni Sara

Developmental and Cognitive Neuroscience Lab, Department of General Psychology, University of Padua, Padova 35131, Italy