Context & Need: Embedding Health & Education is a fundamental component of a humanitarian response. There is still a need when it comes to children with special needs. Professionals from health and education have long used play as a therapeutic tool for children with ADHD, mood and other disorders. For most children, first contact with computers is through some type of educational game. Adaptive Games is a vehicle through which children learn about themselves, the environment and develop social skills. However, for many children with any kind of impairment, adapted play opportunities are often limited.

Solution: Development of a therapeutic game for neurocognitive training. The following steps will be implemented:
- Measurement of attention levels via Brain-Computer Interface.
- Identification of periods of low concentration and correlate with the type of activity. Discover potential distractions (cause / effect).
- Machine learning techniques for: i) gesture control; ii) classification of concentration levels; iii) emotion via facial expressions.
- Assessment of acceptance, emotional reactions, levels of attention and possibly check progress in cognition and motor coordination.

Project: This project will introduce an innovative intervention tool via an adaptive AI-based game for neurocognitive training to boost and maintain the concentration levels of children with intellectual disability and attention deficit. The educational therapy will assist the facilitation of adaptive learning-related coping and improved cognitive skill outcomes in educational settings. The application of technology to this intervention is a promising and ground-breaking avenue to promote adjustment and development in children, who tend to be increasingly enthusiastic about the use of technology.