Dr. Speech ®

Clinical Software
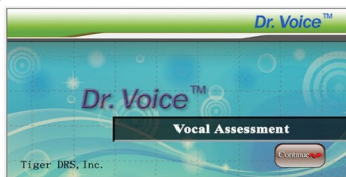
Dr. Speech ™
NasalView
Tiger DRS, Inc.
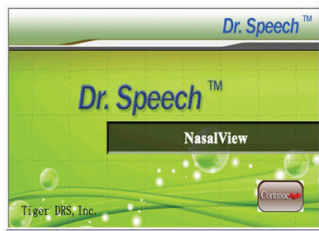
Nasal View

Stuttering DAF

Listening Training

Dr.Speech ®
Speech and Voice Therapy
Continue

Dr. Voice ™
Vocal Assessment
Tiger DRS, Inc.

Vocal Assessment

Cogni Tools

Speech Platform

Speech Platform is designed to strengthen attention, memory, and learning skills in individuals with developmental and acquired language and cognitive deficits. These modules can assist to Speech-language pathologists, clinical psychologists, special educators, and teachers for teaching speech language to their clients with their traditional speech therapy. It can be use as home therapy lessons to your patient. These modules are available in various languages.

These modules are available in Windows, Cloud based online speech therapy platform at www.speechplatform.in.

The combination of various activities can be used to train individuals with various communication disorders such as, Spoken Language Disorder, Autism Spectrum Disorder, Learning Disability, Attention Deficit Hyperactivity Disorder, Hearing Impairment, Dementia, and Parkinson's disease.

Attention and Memory

Attention and memory are critical skills that help us to understand information. This module strengthens the ability to focus and concentrate on particular information. Further these activities trains an individual to be more alert towards receiving and thus memorizing relevant information.

Connect dots

A line should be joined as per the sequenced numbered dots starting from 1. On joining the dots, an outline of the figure will be revealed. The time taken to complete the task will be recorded..
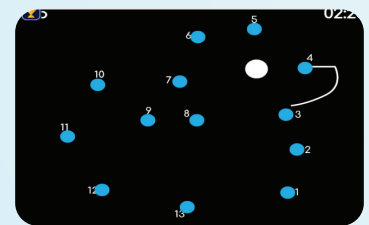

Spot the difference

Two cartoon pictures will be displayed on the screen. Differences between the pictures should be spotted as quickly as possible. The complexity increases as per the performance of the previous activity.
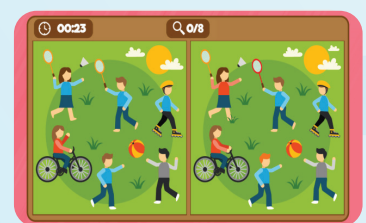
Maze

A network of paths is designed as a puzzle through which one has to find the way to reach the goal. The time taken from the start to goal is recorded.
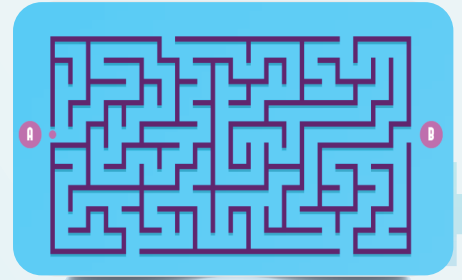
Memorix

Game is a good exercise for spatial memory. It is a part of memory involved in recording and tracking information about environment. For example it is required to navigate around a familiar own. You will see open red tiles for a short period of time. Try to relax and memorize their location on the matrix. Once the red tiles are hidden open them one by one. If you succeed to open all the tiles correctly you will get a new level with one tile more. Try to relax and memorize their location on the matrix. Once the red tiles are hidden open them one by one. If you succeed to open all the tiles correctly you will get a new level with one tile more.

Math

Math is a very important concept which is required in every step of life. A thorough understanding of basic calculations based on mathematical operations such as addition, subtraction, multiplication, and division is essential. Activities in this module trains individuals in these domains with simple rules and math procedures through fun games.

Food Math

Food math is a playful activity where in the individual has to feed a cartoon character in order to keep his weight stable. This has to be done by feeding him appropriate quantity (number) of food (fruits). The individual has to choose the number of fruits that needs to be added in order to arrive at the correct answer so as to keep his weight stable.

Love Math

A set of numbers and mathematical signs will be presented on the screen. The individual has to select the appropriate numbers and signs to arrive at the answer provided.

Reaction Time

Reaction time is the time taken to respond to the stimulus. It measures the quickness of the brain in detecting and identifying the stimulus. Reaction time based activities have gained popularity in the area of communication disorders to assess and train specific linguistic and cognitive skills. The activities in this module record simple and choice reaction times which are the measures of processing speed.

Find me

A picture with several dogs will be presented among which the individual has to find the pug as quickly as possible. The time taken to complete the activity will be recorded.

Puzzle

This activity consists of draggable puzzles. The individual has to read the instructions inorder to solve the puzzle. For example, in 'feed food to the family', the individual has to select food items (draggable puzzles) to all the family members appropriately. A few other examples of the activities are, name the animals, and arrange the travel kit.

Drag/ Drag Pattern

There are various patterns on screen child will have to arrange.

Visual

There set of visual and auditory questions child will have listen and answer the same.

Language Learning

Language acquisition/learning is a crucial stage in one's development. Through language, other related concepts can be introduced and trained through this module. This also enhances higher cognitive skills such as reasoning, judgment, and world knowledge. The following activities promote language learning in an easy way thus helping individuals with communication disorders to use the language in a meaningful context.
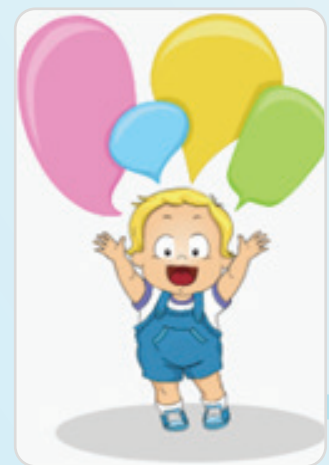
Faster /Slower

Two samples which travel with different speed (fast or slow) will be presented on the screen. The individual has to select the relative speed of one with the other following which the 'faster' or 'slower' option needs to be chosen. For example, given rabbit and snail as two samples, snail runs 'slower' than rabbit. Likewise, the individual has to choose the correct option based on the speed.

Rearrange

The task requires the individual to rearrange the letters/ words to as per the instructions in order to arrive at the answer. For example, in 2 pics 1 word activity, the individual has to guess the word based on picture presented. Once the individual guesses the word, he/she is expected to rearrange the jumbled letters of the answer.

Sequencing

This task child will have to drag the objects and arrange in sequence.

Same Different

This task child will have to answer object are same or different from various category like animal , body parts , birds , etc.

Left / right, Up Down

This task child will have to answer object are left / right or up/down from various category like animal , body parts , birds , etc.

Listening Training

Listening has a major impact on the effectiveness of communication and in turn quality of life. Listening is a skill that we all can benefit from improving. This module consists of several activities to enhance the listening skills in individuals with compromised hearing skills, specifically Hearing impairment and Central auditory processing disorder. All the activities are timed, so the individuals are expected to perform them as quickly and accurately as possible.

Backward Span

The sequence of alphabets/ numbers is presented through auditory mode. The individual has to listen and type the sequence in backward direction in the space provided. Alphabets and Number are in 2/3/4/5 digits.
*check language options during purchase

Forward Span

The sequence of alphabets / numbers is presented through auditory mode. The individual has to listen and type the same sequence in the space provided.
*check language options during purchase.

Math Span

The activity requires the individuals to perform simple mathematical operations such as addition, division, and multiplication. The individuals have to listen to the numbers presented and perform the mathematical operation of their choice. The answers have to be typed in the space provided.
*check language options during purchase

Dichotic

Two alphabets / numbers/ words / sentence are presented to right and left ear. Theindividual has to listen to both the stimuli and click on right answer
*check language options during purchase

Duration Perception

Two pure tone of different length (long and short) are presented in random sequence (long-short or short-long). The individual has to listen and perceive the sequence of the tones based on the duration and click on right answer.

Gap Detection

Pure tone 250Hz to 8 kHz, white band noise, pink noise will be presented, one among which will have a gap. The individual has to listen the audio and detect the one which has a gap and click on right answer.

Pitch Perception

Awareness, Discrimination, Identification has presented audio of Animal, Bird, Nature, Musical instruments, Tone and Vehicle in visual and auditory mode. Individual has to click on right answer after listening audio of the sounds.

Speech in Noise

Auditory speech samples (letters/ numbers/ words) will be presented in the presenceof background noise. The individual has to listen to the sample and identify them and click on right answer. The various masking level will be available in easy, medium and hard option.

*check language options during purchase

Vocab

Vocab is a uniquely powerful vocabulary building app which aids in personalized word learning on a big data scale. It consists of various categories like Food, Fruits, Animal, Vegetable, Community Aids, Furniture, Job, Dress, Sports and Transport. It has more than 900 Cartoon, 900 Real life Pictures and 4500 Videos. It helps increasing reading comprehension, critical reading skills, Increases understanding of objects and their functions, Generalization of learned vocabulary. Video are available with English Language and Photo module with Indian Languages like Hindi, Marathi , Gujarati, Kananda, etc.

*check language option during purchase

Action Verb

The Action Words application teaches children to recognize action words as they play through the creative content. It focuses on literacy, word recognition. It has forty action words.

Therapy Challenge

This activity improves auditory comprehension skills. The stimuli are presented through auditory modality. The correct picture of the answer along with two / three other options (distracters) will be displayed on the screen. The child has to listen to the stimuli and select the appropriate picture. It wide range of pictures and questions are included into this activity with Indian multiple languages.

*check language options during purchase

Stuttering- DAF

Stuttering package provides a cost effective therapy program. There are various speech therapy activities for treating stuttering namely, choral reading text-to-speech conversion, metronome, and delayed auditory feedback. Choral reading available in (normal / slow/ very slow modes) with choral passages in Indian languages.
*check language options during purchase

Report Management

Progress report of individual module is available after finishing the task.

Speech Therapy

Speech & Voice Therapy software is treatment of various Voice disorders. It is with 100 real-time, voice-activated Games. Children, in particular, enjoy therapy with this colorful, interactive, game-like software because they receive immediate biofeedback on their performance. For example, while a patient / child is playing a game, clinician can quickly review the graphical display or statistical data of his performance. Speech & Voice Therapy is divided in to two Groups: (1) Exploring section teaches children about the attributes of their voice, and (2) Training section gives children's goals to achieve for a given range and time. Comprehensive user logs calculate therapy time and track your client's progress. Further clinician can create own target as desired during therapy. The training can be possible with biofeedback of pitch, loudness, Voicing, voicing onset, MPT, Clinical goal settings target option.

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