

Inclusive Talents

Development of Assistive Products through Inclusive Teamwork Peteria Groba (1.2) Adriana Dapena (1.3), Paula Castro (1,3), Laura Nieto (1,2), Carmen Miranda (1,2), Patricia Concheiro (1,2), Manuel Lagos (1,2), Manuel G Penedo (1,4). Universidade da Table 1 (2.17) 1 (2.17



Coruña. CITIC (Center for Research in Information and Communication Technologies). Talionis research Group, GTEC Reseach Group, LIA2 Research Group. SPAIN

Introduction and Objectives

The Inclusive Talents project, aims to:

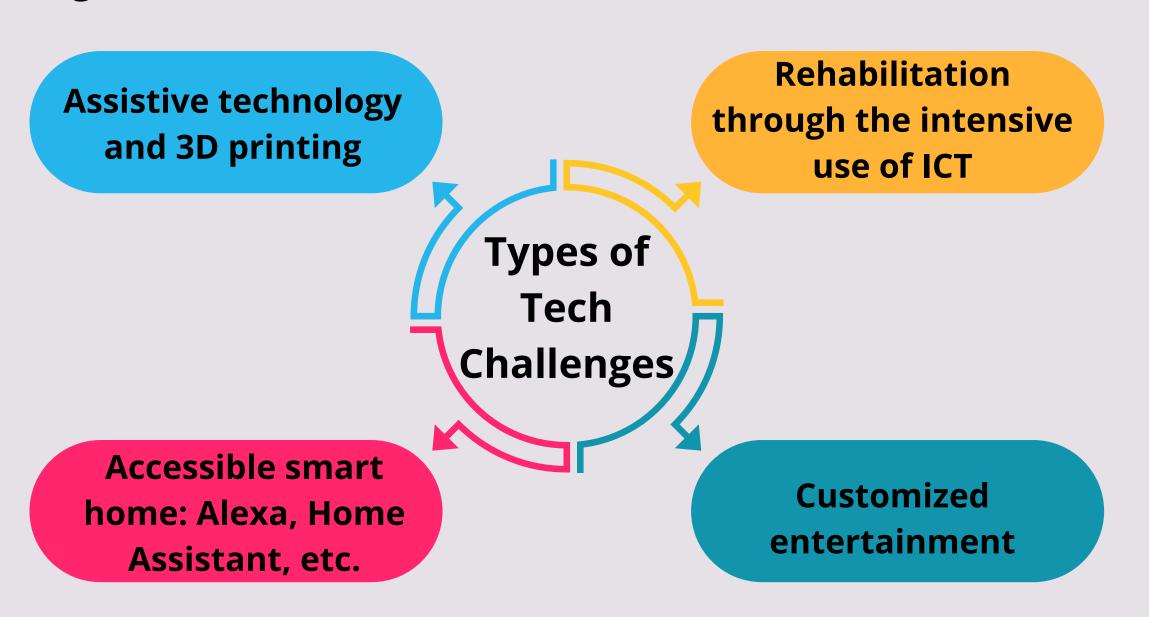
Highlight the reality of people with cerebral palsy through the development of technological challenges that promote their full inclusion in society.

Methodology

The project employs innovative strategies to promote STEM vocations and raise awareness about disabilities.

The approach includes:

- Challenges: People with disabilities identify barriers for full social participation.
- Collaborative work teams: The teams work together throughout the academic year.
- **Presentation:** Teams test the projects in the real environment of people with disabilities and present it at a science fair together.



One academic year **Students of High ICT Universitary Colaborative work Associations of People with disabilities Schools** research center Students select Accessibility and Feasibility of the challenge technological participation and create problems are solutions identified collaborative evaluated work groups **Technological Challenges**



3D printing support for cell phone

Sensory tables: visual

and tactile

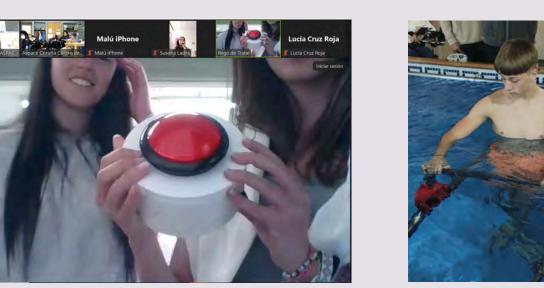


Adaptation of video games using Scratch

Boccia adapted

ramp





teams

Projects are

tested and

presented at a

science fair

Buttons for communication

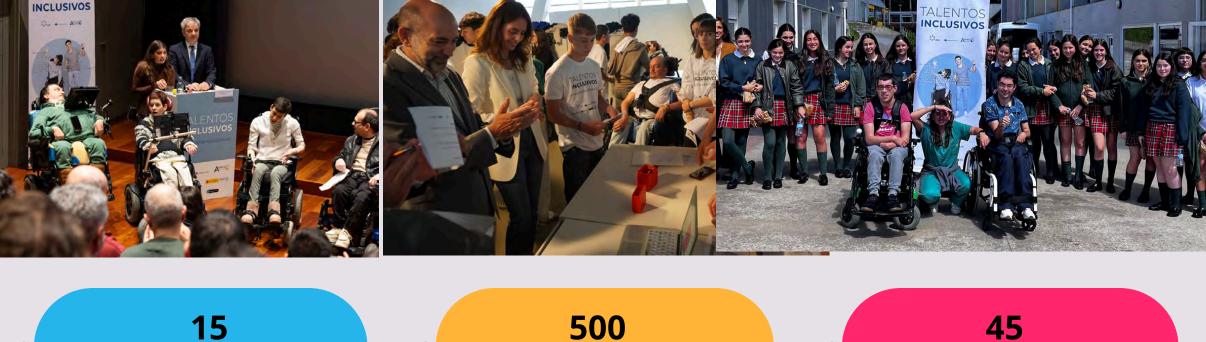


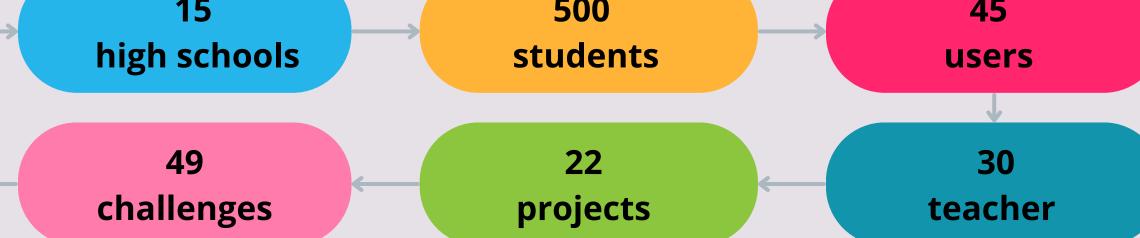
Validation and public

exposition

Adapted pool ladder

Results and Impact





Conclusions

The experience of the Inclusive Talents project has demonstrated the power of technology and education in fostering inclusion. Participants collaborated to develop solutions addressing everyday challenges faced by people with disabilities, integrating design thinking and STEM principles

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