

Good Young • Young perspective

Students from higher education institutions use emerging technologies to help people with intellectual disabilities better integrate into society

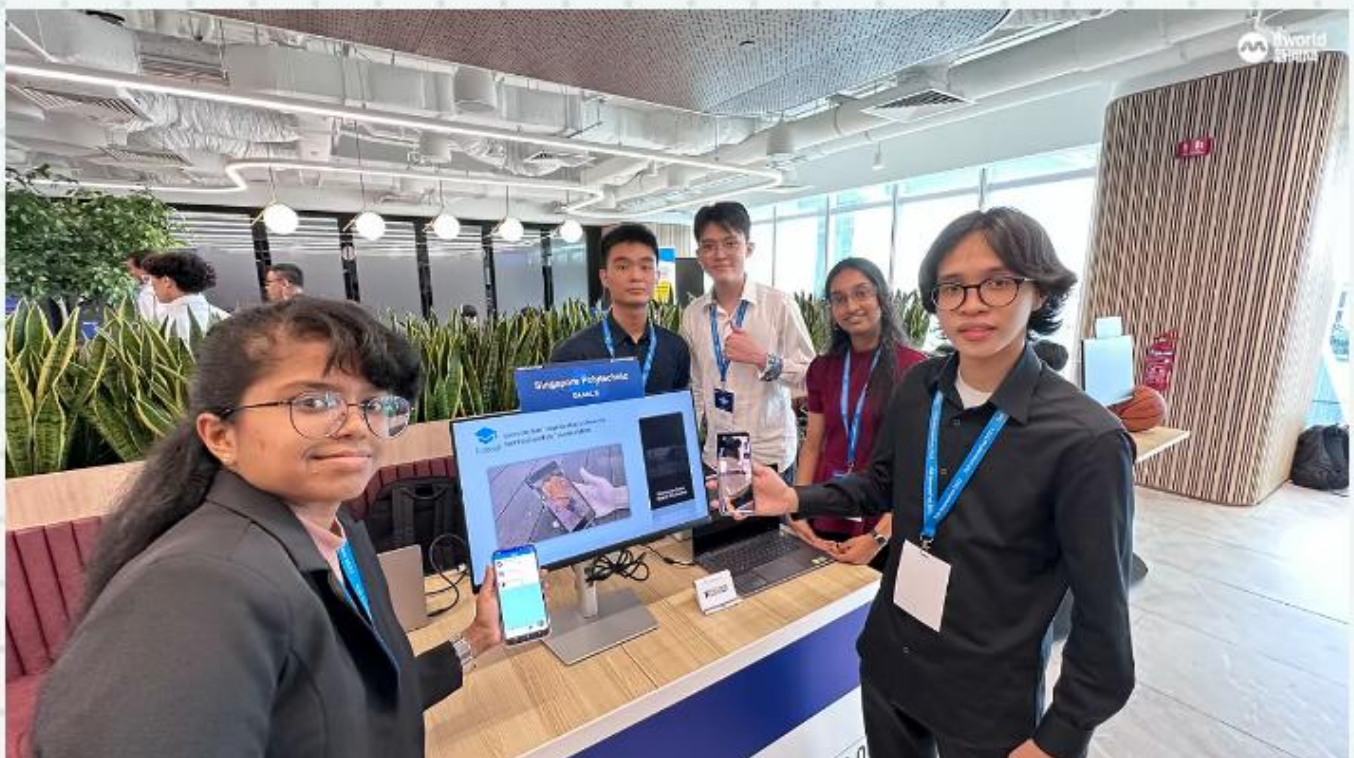
arts: Pan Xiaojun release:22/09/2023 18:26 renew: 22/09/2023 18:43 ☆ collect



Computer technology company Dell Technologies and social service organization Society for the Welfare of the Intellectually Disabled Singapore (MINDS) collaborated to organize the first technology competition InnovateFest2023. Teams from Singapore Polytechnic and Singapore Institute of Technology won the championship in the Polytechnic Group and the Tertiary College Group. (Picture: Dell Technologies)

Through the competition, students from local tertiary and polytechnics came into contact with people with intellectual disabilities for the first time. They also used technology to develop applications that can help this group of people with special needs solve their life problems.

The participating students are proud of their efforts. By participating in the first technology competition InnovateFest2023, co-organized by the computer technology company Dell Technologies and the social service organization Society for the Welfare of the Intellectually Disabled Singapore (MINDS), they used various emerging technologies to develop innovative solutions to provide support and improve the local community of people with intellectual disabilities. Their lives.



Students from Singapore Polytechnic have developed a mobile app called "SportyBuddies". From left are Abirami Baskaran, Huang Duyuan, Chen Zhiqi, Asha Mathyalakan and Tileron Levi Jan Lacang. (Picture: Pan Xiaojun)

Abirami said that augmented reality technology provides users with a three-dimensional character image that can be demonstrated live, which is a more interactive way. "You can make the character move around, zoom out, zoom in, and you can make it more interactive where they can touch the character with their hands and watch it move (etc.)."

Abirami said that augmented reality technology provides users with a three-dimensional character image that can be demonstrated live, which is a more interactive way. “You can make the character move around, zoom out, zoom in, and you can make it more interactive where they can touch the character with their hands and watch it move (etc.).”

