CopyCat

An American Sign Language Tutor Game

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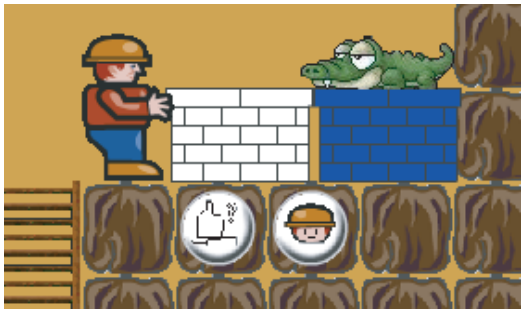
'CopyCat' is a computer game designed to aid deaf and hearing-impaired children with the acquisition of American Sign Language skills. The game was developed by the Contextual Computing Group at Georgia Tech. They will be conducting an evaluation of the game at the AASD over the next several weeks.

About the Game

All of Iris' kittens have escaped into an underground maze, and plenty of meanies - snakes, alligators, and spiders - are looking for a quick and easy meal. Iris enlists the help of her buddy, 'Helper Abe' to go and find her kittens and bring them back to her.



As Helper Abe searches for the kittens, the player must assist him by signing the location of the hidden creature. A camera hooked up to the computer will determine whether the phrase was signed correctly. When the player signs correctly, Helper Abe is allowed to proceed. When all the kittens have been found, Abe advances to the next board.

An on-screen tutor is available to demonstrate how each phrase is supposed to be signed. The player can watch the tutor as many times as needed.