

## **Innovative Approaches: Fostering Numeracy Skills through Interactive Technology in Playful Learning Environments**

### **Dr. Peter Jei Myll P. Olis III**

Teacher III, Department of Education, Schools Division of Toledo City, Philippines  
<https://orcid.org/0009-0007-2440-9088> | [peterjeimyll.olis@deped.gov.ph](mailto:peterjeimyll.olis@deped.gov.ph)

### **Dr. Glenn R. Andrin**

Dean, Graduate Studies, St. Paul University Surigao, Surigao City, Philippines  
<http://orcid.org/0000-0002-3008-5661> | [drandringlenn@gmail.com](mailto:drandringlenn@gmail.com)

### **Ann B. Acolicol**

Senior High School Teacher, Dohinob National High School, Zamboanga del Norte, Philippines  
<https://orcid.org/0009-0005-9867-260X> | [ann.acolicol@deped.gov.ph](mailto:ann.acolicol@deped.gov.ph)

### **Ronel G. Patatag**

Project Technical Assistant II, Department of Science and Technology, Science Education Institute (DOST-SEI), Regional Office No. 7, Cebu City, Philippines  
<https://orcid.org/0009-0008-0921-3527> | [ron777gp@gmail.com](mailto:ron777gp@gmail.com)

### **Cara Frances K. Abendan**

Admin. Assistant, ECT Excellencia Global Academy Foundation, Inc., Buanoy, Balamban, Cebu, Philippines  
<https://orcid.org/0000-0002-6363-7792> | [carafrances03@gmail.com](mailto:carafrances03@gmail.com)

### **Osias Kit T. Kilag**

School Principal, PAU Excellencia Global Academy Foundation, Inc., Philippines  
Vice-President for Academic Affairs and Research, ECT Excellencia Global Academy Foundation, Inc., Philippines  
<https://orcid.org/0000-0003-0845-3373> | [okkilag12@gmail.com](mailto:okkilag12@gmail.com)

### **Abstract**

This systematic literature review investigates the impact of integrating interactive technology into play-based learning environments for the development of numeracy skills in early childhood education. Through a comprehensive analysis of relevant studies, four key findings emerged. First, interactive technology positively influenced engagement and motivation among young learners, capturing their attention and fostering a positive atmosphere for numeracy skill development. Second, the adaptive nature of digital tools allowed for personalized learning experiences, tailoring activities to individual progress and addressing diverse needs. Third, the

review highlighted the emphasis on real-world application, showcasing how interactive technology presented scenarios mirroring everyday situations, deepening children's understanding of numeracy skills. Finally, the provision of immediate feedback emerged as a crucial factor in enhancing learning outcomes, allowing children to self-assess and make corrections in real-time. These findings collectively underscore the promising potential of integrating interactive technology into play-based learning environments, offering educators, policymakers, and researchers valuable insights into optimizing early childhood education practices. As the educational landscape continues to evolve, these evidence-based outcomes provide a foundation for innovative and effective approaches to numeracy skill development in the digital age.

*Keywords:* Numeracy skills, Interactive technology, Play-based learning, Early childhood education

## Introduction

Numeracy skills are fundamental to a child's cognitive development and academic success, providing the foundation for critical thinking and problem-solving abilities. The integration of interactive technology into educational settings has become increasingly prevalent, offering innovative approaches to enhance learning experiences (Hwa, 2018). This research aims to investigate the impact of using interactive technology in a play-based learning environment on the development of numeracy skills in young learners.

The significance of numeracy skills in early childhood education cannot be overstated, as they lay the groundwork for more advanced mathematical concepts in later academic stages. Early exposure to numeracy concepts through play-based learning has been recognized as an effective method to engage children in meaningful experiences that foster a positive attitude toward mathematics (Lee & Ginsburg, 2009). Incorporating interactive technology into these environments adds a contemporary dimension to traditional pedagogical practices, catering to the digital native generation and aligning with the evolving landscape of education.

Research suggests that interactive technology can enhance the acquisition of numeracy skills by providing dynamic and personalized learning experiences (Ke, 2014). The integration of digital tools can make learning more engaging and enjoyable for young learners, creating a conducive environment for the development of mathematical proficiency. Furthermore, the interactivity of these tools allows for a hands-on and experiential approach, promoting active participation and deeper understanding (Hirsh-Pasek et al., 2015).

However, despite the potential benefits, there is a need for empirical investigations to assess the effectiveness of integrating interactive technology into play-based learning environments for numeracy skill development. Understanding how interactive technology can be effectively integrated into play-based learning environments may have far-reaching implications for educators, curriculum developers, and policymakers. This research addresses a critical intersection between technology-enhanced learning and play-based pedagogy, focusing on the development of numeracy skills in early childhood. By exploring the effectiveness of integrating

interactive technology into play-based learning environments, this study aims to provide valuable insights into optimizing educational practices for young learners in the digital age.

## **Literature Review**

Numeracy skills are essential for the intellectual and academic growth of young learners, forming the basis for their ability to think critically and solve problems effectively. As educators and researchers strive to enhance pedagogical approaches, the integration of interactive technology into educational settings has emerged as a promising avenue to engage students and facilitate meaningful learning experiences (Aquino, et al., 2023). This literature review explores the existing body of knowledge on the development of numeracy skills through the incorporation of interactive technology within play-based learning environments.

Early childhood represents a critical period for the development of numeracy skills, laying the foundation for more advanced mathematical concepts in later academic stages (Lee & Ginsburg, 2009). Numeracy skills encompass a range of abilities, including counting, recognizing patterns, understanding spatial relationships, and solving mathematical problems. The acquisition of these skills during the early years is associated with improved academic performance and cognitive development (Duncan et al., 2007). Therefore, educators emphasize the importance of introducing numeracy concepts in a manner that is both developmentally appropriate and engaging for young learners.

Play-based learning has long been recognized as a powerful educational approach for young children (Bodrova & Leong, 2005). Play provides a natural context for exploration, experimentation, and social interaction, fostering a positive attitude toward learning. Within the realm of mathematics education, play-based activities have been shown to enhance children's understanding of mathematical concepts and promote the development of problem-solving skills (Clements & Sarama, 2007). By integrating numeracy into play, educators create an environment that is not only enjoyable but also conducive to the development of foundational mathematical abilities.

### **Interactive Technology in Education**

The evolution of technology has introduced new possibilities for enriching educational experiences, and interactive technology has become a key component in modern classrooms. Interactive technology includes digital tools such as tablets, educational apps, and interactive whiteboards that enable dynamic and engaging learning experiences (Couse & Chen, 2010). These tools are designed to promote active participation, collaboration, and personalized learning, aligning with the diverse learning styles and preferences of students (Ke, 2014).

The intersection of play-based learning and interactive technology presents a compelling opportunity to create a synergistic learning environment. By incorporating digital tools into play-based activities, educators can leverage the benefits of both approaches to enhance numeracy skill development. Research suggests that the integration of technology into play-based learning environments can lead to increased engagement and motivation among young learners (Plowman

et al., 2012). Moreover, interactive technology allows for a more individualized and adaptive learning experience, catering to the unique needs of each child (Hirsh-Pasek et al., 2015).

Interactive technology captures the attention of young learners through visually stimulating and interactive content. Research by Plowman et al. (2012) suggests that the use of digital tools in play-based learning can enhance children's motivation and engagement, creating a positive learning experience.

The adaptive nature of interactive technology enables personalized learning experiences. As children interact with digital tools, the technology can adjust the level of difficulty based on individual progress, providing a tailored learning path for each student (Hirsh-Pasek et al., 2015).

Interactive technology often simulates real-world scenarios, allowing children to apply numeracy skills in practical contexts. This application-based learning can contribute to a deeper understanding of mathematical concepts and their relevance in everyday life (Couse & Chen, 2010).

Many interactive tools provide instant feedback, allowing children to assess their performance and make corrections in real-time. This immediate feedback loop can enhance the learning process by reinforcing correct strategies and addressing misconceptions promptly (Ke, 2014).

While the integration of interactive technology into play-based learning environments holds great promise, it is essential to acknowledge and address potential challenges. One notable concern is the need to balance screen time with other types of play and learning activities. Excessive use of technology may hinder the development of important social and motor skills that are cultivated through traditional play (American Academy of Pediatrics, 2016). Additionally, ensuring equitable access to technology is crucial to prevent the exacerbation of educational inequalities among diverse student populations (Warschauer, 2004).

Despite the potential benefits and the growing interest in integrating interactive technology into play-based learning, there remains a notable gap in empirical research assessing the effectiveness of this approach in numeracy skill development. Existing studies often focus on general aspects of technology in education or on specific technological interventions, but a comprehensive exploration of the integration of interactive technology into play-based numeracy activities is lacking (Diano Jr, et al., 2023).

The literature reviewed highlights the interconnectedness of play-based learning, numeracy skill development, and the integration of interactive technology. While play-based learning has proven effective in fostering positive attitudes toward mathematics, the incorporation of interactive technology introduces a contemporary dimension that aligns with the preferences of digital-native learners. The potential benefits, including increased engagement, personalized learning experiences, and real-world application, underscore the importance of further exploration through empirical research.

## Methodology

The methodology employed for this systematic literature review involved a comprehensive and structured process to identify, select, and analyze relevant studies pertaining to the development of numeracy skills through the integration of interactive technology in play-based learning environments. The review followed established guidelines for systematic reviews, aiming to provide a rigorous and transparent synthesis of existing research.

A systematic and exhaustive search strategy was developed to identify relevant studies. Electronic databases, including but not limited to PubMed, ERIC, and PsycINFO, were systematically searched. Keywords and phrases related to "numeracy skills," "interactive technology," and "play-based learning" were combined using Boolean operators to ensure a comprehensive search. The search was limited to studies published in English and conducted with young learners in early childhood settings.

Clear inclusion and exclusion criteria were established to guide the selection of studies. Inclusion criteria encompassed studies that focused on the integration of interactive technology in play-based learning for numeracy skill development in early childhood. Exclusion criteria included studies not published in English, studies outside the specified age range, and those not employing interactive technology in play-based contexts.

The initial search yielded a large number of articles, which were then subjected to a two-step screening process. In the first step, titles and abstracts were reviewed to exclude studies that clearly did not meet the inclusion criteria. In the second step, full-text articles of the remaining studies were thoroughly examined to ensure alignment with the research question and inclusion criteria. The screening process was carried out independently by two researchers, with any discrepancies resolved through discussion.

Data extraction involved systematically collecting relevant information from selected studies. A pre-defined data extraction form was utilized to capture key details, including the authors, publication year, research design, sample characteristics, interactive technology used, play-based learning activities, and outcomes related to numeracy skill development. The extraction process was conducted by one researcher, with a subset of studies independently reviewed by another to ensure accuracy.

To evaluate the methodological rigor of the included studies, a quality assessment was performed using established criteria appropriate for different study designs. This step aimed to provide insights into the reliability and validity of the evidence presented in the selected studies. Any discrepancies in the quality assessment were resolved through discussion between the researchers.

A narrative synthesis approach was employed to analyze and summarize the findings from the selected studies. Common themes, patterns, and variations in the outcomes were identified and reported. The synthesis process aimed to provide a comprehensive overview of the existing evidence on the impact of interactive technology in play-based learning environments on the development of numeracy skills in early childhood.

## Findings and Discussion

### **Positive Impact on Engagement and Motivation:**

The synthesis of findings from the systematic literature review consistently highlighted a positive impact on the engagement and motivation of young learners through the integration of interactive technology in play-based learning environments. Studies consistently reported that the use of digital tools, including educational apps and interactive whiteboards, played a pivotal role in capturing the attention of children. The interactive nature of these tools contributed to a more enjoyable and stimulating learning experience for the students (Smith et al., 2017).

Several studies emphasized that increased engagement was closely linked to enhanced motivation among young learners. The dynamic and interactive features of educational technology created an immersive environment, fostering a sense of curiosity and interest among children. This heightened motivation, in turn, contributed to a positive and supportive atmosphere conducive to the development of numeracy skills within the play-based learning context (Allee-Herndon, 2019).

The incorporation of interactive technology into play-based activities not only catered to the preferences of the digital-native generation but also addressed the challenge of maintaining sustained interest in numeracy concepts. The findings consistently underscored that the positive impact on engagement and motivation had broader implications, shaping a favorable learning environment that promoted active participation and a positive attitude toward mathematical learning (Goldin, et al., 2016).

The systematic literature review provided robust evidence supporting the notion that the integration of interactive technology positively influenced the engagement and motivation of young learners in play-based learning environments. These findings hold significant implications for educators and policymakers, suggesting that leveraging digital tools in early childhood education can enhance the overall learning experience, fostering a motivated and engaged cohort of learners as they embark on their numeracy skill development journey.

### **Effective Personalized Learning Experiences:**

The systematic literature review consistently demonstrated the effectiveness of integrating interactive technology into play-based learning environments, particularly in providing personalized learning experiences for children. The adaptive nature of digital tools emerged as a key factor, allowing for the customization of learning paths based on individual progress (Johnson et al., 2016).

The reviewed studies consistently reported that the adaptability of digital tools facilitated a more personalized and responsive approach to numeracy skill development. By dynamically adjusting the level of difficulty based on each child's performance and understanding, interactive technology ensured that learning activities remained appropriately challenging and aligned with the developmental stage of each learner (Wagle, et al., 2021).

This personalized approach addressed the diverse needs of young learners, acknowledging the inherent variability in their abilities and learning styles. The adaptive features of interactive

technology not only catered to individual differences but also supported a more inclusive learning environment. The synthesis of findings emphasized that the provision of personalized learning experiences was instrumental in promoting a deeper understanding of numeracy concepts, ultimately contributing to more effective skill development among children in play-based settings (Chen et al., 2018).

The adaptability of digital tools emerged as a valuable asset, enabling educators to tailor learning activities to the unique needs of each child. These findings carry important implications for the design of educational strategies, suggesting that the integration of interactive technology can contribute significantly to the creation of more individualized and responsive approaches to numeracy skill development in early childhood education.

### **Real-World Application of Numeracy Skills:**

Within the systematic review, a prominent discovery was the significant emphasis on the real-world application of numeracy skills facilitated by the integration of interactive technology into play-based learning environments. Studies consistently reported that digital tools, such as educational apps and interactive simulations, presented scenarios that closely mirrored everyday situations, offering children opportunities to apply mathematical concepts in practical contexts (Abrahamson, et al., 2020).

The application-based learning facilitated by interactive technology was found to play a crucial role in deepening children's understanding of numeracy skills. By engaging in activities that directly correlated with real-life situations, young learners were able to grasp the practical relevance of mathematical concepts. This emphasis on practical application not only enhanced comprehension but also contributed to the transfer of knowledge, allowing children to apply numeracy skills beyond the confines of the learning environment (Manire, et al., 2023).

The synthesis of findings consistently highlighted that real-world application fostered a more holistic and meaningful learning experience for children in play-based settings. By bridging the gap between abstract mathematical concepts and their practical utility, interactive technology contributed to a more comprehensive understanding of numeracy skills (Ondog, et al., 2023). This finding underscores the potential of digital tools to not only impart theoretical knowledge but also to instill a practical and applicable dimension to the learning of numeracy skills, aligning education with the demands of real-life problem-solving and decision-making (Rabillas, et al., 2023).

This emphasis on practical relevance not only deepened children's understanding but also contributed to a more meaningful and transferable acquisition of numeracy skills, emphasizing the potential of digital tools to bridge the gap between theoretical concepts and their practical utility.

### **Immediate Feedback Enhancing Learning Outcomes:**

A crucial finding from the systematic literature review was the consistent recognition of immediate feedback as a key factor in enhancing learning outcomes in the context of numeracy skill development. Numerous studies consistently reported that interactive tools employed in play-based learning environments incorporated mechanisms for providing instant feedback on

children's performance (Kilag, et al., 2023 ). This immediate feedback loop allowed young learners to engage in self-assessment and make corrections in real-time, fostering a more effective and dynamic learning process.

The synthesis of findings underscored the significant impact of immediate feedback in reinforcing correct strategies and promptly addressing misconceptions. Through instant responses to their actions, children were able to grasp the cause-and-effect relationship between their approaches and the outcomes, contributing to a deeper understanding of numeracy concepts (Jones et al., 2018). The timely nature of feedback was consistently associated with positive influences on both the acquisition and retention of numeracy skills among the targeted age group.

The incorporation of this feedback mechanism not only facilitated self-correction but also played a crucial role in shaping a more responsive and adaptive learning process. These findings emphasize the pedagogical significance of integrating immediate feedback mechanisms into interactive tools, showcasing their potential to positively influence the acquisition, retention, and application of numeracy skills among young learners.

## **Conclusion**

In conclusion, the systematic literature review has provided comprehensive insights into the integration of interactive technology into play-based learning environments for the development of numeracy skills in early childhood education. The findings consistently reveal positive outcomes across key dimensions, offering valuable implications for educators, policymakers, and researchers.

The first notable finding underscores the positive impact of interactive technology on engagement and motivation among young learners. Digital tools, including educational apps and interactive whiteboards, were found to capture children's attention, creating a more enjoyable and stimulating learning experience. This heightened engagement was closely tied to enhanced motivation, fostering a positive and supportive atmosphere for numeracy skill development.

The second key finding emphasizes the effectiveness of interactive technology in providing personalized learning experiences. The adaptive nature of digital tools allowed for the customization of learning paths, ensuring that activities were appropriately challenging and aligned with each child's developmental stage. This adaptability contributed to a tailored and responsive approach to numeracy skill development, addressing the diverse needs of young learners.

Furthermore, the review highlighted the significant emphasis on the real-world application of numeracy skills facilitated by interactive technology. Digital tools presented scenarios that mimicked everyday situations, allowing children to apply mathematical concepts in practical contexts. This application-based learning was reported to deepen the understanding of numeracy skills and foster the transfer of knowledge to real-life situations, contributing to a more holistic and meaningful learning experience.



Lastly, the provision of immediate feedback emerged as a key factor contributing to enhanced learning outcomes in numeracy skill development. Interactive tools offered instant feedback on children's performance, fostering a more effective learning process and positively influencing the acquisition and retention of numeracy skills (Jones et al., 2018).

These findings suggest that the thoughtful integration of interactive technology into play-based learning environments holds great promise for optimizing early childhood education. The positive impact on engagement, personalized learning experiences, real-world application, and immediate feedback mechanisms collectively contribute to a more robust and effective approach to numeracy skill development. As education continues to evolve in the digital age, these insights provide a foundation for evidence-based practices that align with the needs and preferences of the digital-native generation. The implications of this research extend to educational practitioners seeking innovative pedagogical strategies and policymakers aiming to support the effective integration of technology in early childhood education.

## References

- American Academy of Pediatrics. (2016). Media and young minds. *Pediatrics* 138(5), 1-6.
- Allee-Herndon, K. (2019). Kindergarten is not child's Play: An exploration of pedagogical approaches related to Learning in a play-based and a Contemporary classroom at a title I elementary school.
- Abrahamson, D., Nathan, M. J., Williams-Pierce, C., Walkington, C., Ottmar, E. R., Soto, H., & Alibali, M. W. (2020, August). The future of embodied design for mathematics teaching and learning. In *Frontiers in Education* (Vol. 5, p. 147). Frontiers Media SA.
- Aquino, S. R., Kilag, O. K., Salaveria, A., Balaba, E., Gasal, V., & Herrera, L. (2023). Strategies for Educational Emergency: Crisis Management and School Leadership in the Post-Pandemic Era. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(6), 46-55.
- Bodrova, E., & Leong, D. J. (2005). Uniquely preschool. *Educational Leadership*, 63(1), 44.
- Chen, C. H., Liu, J. H., & Shou, W. C. (2018). How competition in a game-based science learning environment influences students' learning achievement, flow experience, and learning behavioral patterns. *Journal of Educational Technology & Society*, 21(2), 164-176.
- Clements, D. H., & Sarama, J. (2007). Effects of a preschool mathematics curriculum: Summative research on the Building Blocks project. *Journal for research in Mathematics Education*, 38(2), 136-163.
- Couse, L. J., & Chen, D. W. (2010). A tablet computer for young children? Exploring its viability for early childhood education. *Journal of research on technology in education*, 43(1), 75-96.

- Diano Jr, F., Kilag, O. K., Malbas, M., Catacutan, A., Tiongzon, B., & Abendan, C. F. (2023). Towards Global Competence: Innovations in the Philippine Curriculum for Addressing International Challenges. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(4), 295-307.
- Kilag, O. K., Lisao, C., Lastimoso, J., Villa, F. L., & Miñoza, C. A. (2023). Bildung-Oriented Science Education: A Critical Review of Different Visions of Scientific Literacy. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(4), 115-127.
- Duncan, G. J., Dowsett, C. J., Claessens, A., Magnuson, K., Huston, A. C., Klebanov, P., ... & Japel, C. (2007). School readiness and later achievement. *Developmental psychology*, 43(6), 1428.
- Goldin, G. A., Hannula, M. S., Heyd-Metzuyanim, E., Jansen, A., Kaasila, R., Lutovac, S., ... & Zhang, Q. (2016). Attitudes, beliefs, motivation and identity in mathematics education: An overview of the field and future directions.
- Hwa, S. P. (2018). Pedagogical change in mathematics learning: Harnessing the power of digital game-based learning. *Journal of Educational Technology & Society*, 21(4), 259-276.
- Hirsh-Pasek, K., Zosh, J. M., Golinkoff, R. M., Gray, J. H., Robb, M. B., & Kaufman, J. (2015). Putting education in “educational” apps: Lessons from the science of learning. *Psychological Science in the Public Interest*, 16(1), 3-34.
- Ke, F. (2014). An implementation of design-based learning through creating educational computer games: A case study on mathematics learning during design and computing. *Computers & education*, 73, 26-39.
- Lee, J. S., & Ginsburg, H. P. (2009). Early childhood teachers' misconceptions about mathematics education for young children in the United States. *Australasian Journal of Early Childhood*, 34(4), 37-45.
- Manire, E., Kilag, O. K., Habig, M., Satin, R., Genovania, M. R., & Tan, S. J. (2023). A Technological Approach to Early Childhood Education: Unveiling the SEEDS Pedagogy. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(5), 333-344.
- Johnson, L., Becker, S. A., Cummins, M., Estrada, V., Freeman, A., & Hall, C. (2016). *NMC horizon report: 2016 higher education edition* (pp. 1-50). The New Media Consortium.
- Jones, S., Bailey, R., Brush, K., & Kahn, J. (2018). Preparing for effective SEL implementation. *Harvard Graduate School of Education Easel Lab*. Available from Wallace Foundation website: <https://www.wallacefoundation.org/knowledgecenter/Documents/Preparing-for-Effective-SEL-Implementation.pdf>.

Ondog, J., & Kilag, O. K. (2023). A Constructivist Framework for Early Grade Numeracy: Drawing on Jean Piaget's Cognitive Development Theory. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(4), 308-320.

Ondog, J., Kilag, O. K., Padilla, J., & Abendan, C. F. (2023). Understanding Numerical Intuition: An Analysis of Junior High School Students' Innate Mathematical Abilities and Number Sense Competencies. *Excellencia: International Multi-disciplinary Journal of Education*, 1(5), 391-402.

Plowman, L., McPake, J., & Stephen, C. (2012). What is the role of digital media in early education. *Contemporary debates in childhood education and development*, 93, 109-118.

Rabillas, A., Kilag, O. K., Cañete, N., Trazona, M., Calope, M. L., & Kilag, J. (2023). Elementary Math Learning Through Piaget's Cognitive Development Stages. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(4), 128-142.

Rabillas, A., Kilag, O. K., Cañete, N., Trazona, M., Calope, M. L., & Kilag, J. (2023). Elementary Math Learning Through Piaget's Cognitive Development Stages. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(4), 128-142.

Smith, P. S., Hayes, M. L., & Lyons, K. M. (2017). The ecology of instructional teacher leadership. *The Journal of Mathematical Behavior*, 46, 267-288.

Valle, J., Kilag, O. K., Villanueva, G., Escabas, F., Macapobre, H., & Poloyapoy, H. (2023). The Influence of Phonological Awareness and Rapid Automatized Naming on Early Numeracy. *Excellencia: International Multi-disciplinary Journal of Education* (2994-9521), 1(5), 42-54.

Wagle, S., Ghosh, A., Karthic, P., Ghosh, A., Pervaiz, T., Kapoor, R., ... & Gupta, N. (2021). Development and testing of a game-based digital intervention for working memory training in autism spectrum disorder. *Scientific reports*, 11(1), 13800.

Warschauer, M. (2004). *Technology and social inclusion: Rethinking the digital divide*. MIT press.