

### Talking Tic-Tac-Toe

Make a square board of at least three holders or Velcro patches per side (nine positions). Record the players' names into four VoiSecs each (if playing with nine positions). Using one VoiSec at the time, the players try to put three of their own in a row (horizontal, vertical or diagonal) and prevent the opponent from doing the same.

The difficulty increases with the number of positions and the number of VoiSecs to be put in a row. Try to get five in a row using a board with 15 holders per side.

### Audio Domino

Make a list of word pairs, composite words (arm-chair) or words belonging to the same category (leg + arm). Record two different, not connected, words on each VoiSec so that the last word of one button connects to the first of another one. Let some VoiSecs have the same word twice.

You can easily create different versions e.g. using sound categories (birdsong, machines, laughter, etc.), themes or objects that can be combined in real life. Play according to the normal Domino rules, using sound instead of visible dots. The opponents can hear the other players' words but have to remember them. You can use more categories to raise the difficulty level, if you like.

### Talking draughts, chess and Othello, etc.

Make a square board of 64 holders (8 per side) or get a chessboard with squares large enough to fit a VoiSec. Stick cutout chess symbols on top of VoiSecs to mark the different pawns visually. Record the name of the pawn and how to move it into the VoiSecs (e.g. "white king, can go one step in any direction"). Play according to normal or simplified chess rules.

Use the same board to play draughts, Othello, Stratego and other games using a 64-square board. Record names, colours and rules for the pawns and mark the VoiSecs to fit the game.

Tip: keep the little protruding spike underneath the button depressed by a piece of tape if you are using it without a holder. This is to prevent involuntary erasing of the recording. Just remove the tape to release the spike if you want to record again.

### Chinese checkers

Make a large Chinese checkers board in the shape of a six-point star from holders or Velcro patches. You can adjust the number of positions to suit the players. Record six groups of colours, objects, concepts, etc. into VoiSecs (ten buttons each if you play with a normal size board). Play according to the ordinary rules of Chinese checkers.

Distributor



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libego

Libego AB  
Diskettgatan 11B  
SE-583 35 Linköping  
Sweden

+46 13 342 01 60  
info@libego.se  
www.voisec.se



a collection of ideas from

libego

## Gaming ideas for VoiSec in cognitive training

Use VoiSecs as talking pawns when speech is preferred. The usage of audio and the possibility to combine it with visual marking of the buttons create special opportunities.

VoiSec's construction uses particular holders and attachment means like double-sided adhesives, magnets and Velcro patches. This makes it easy to create cheap and versatile solutions. The very same button can be used for different games with different recordings and markings.

The possibilities of using VoiSec in cognitive training are so many only a few can be mentioned here. Only imagination will set the limits.

We hope the following ideas will inspire you to play with VoiSec for fun and for training.

### Pairs

Record the same words on pairs of VoiSecs. Put them on a table and shuffle around. One player at a time presses two VoiSecs subsequently. If the same word is heard, the player picks them up and tries a new pair. If not, it's the next player's turn. The player with the most VoiSecs when all are taken wins.

Instead of using pairs of the same words, you can use words that belong together, e.g. two colours, vehicles, clothes, etc.

### Audio puzzle

Attach Velcro patches on large images of the alphabet, environments or situations. Record words that fit the details of these images, e.g. "apple" to be put on the letter A or vice versa. Put the recorded VoiSecs in holders with matching Velcro patches underneath.

Varieties of this are easy to make. "Build characters" by putting VoiSecs with recorded names of body parts on an image of the human body, etc.

Tip: stick images on top of the VoiSecs to connect vision and hearing. Divide a larger image on top of several VoiSecs to make a jigsaw puzzle where sight and sound create context separately and together.

### What's what?

Record single words belonging to the same categories, e.g. ten VoiSecs with names of animals, ten with fruits, ten with emotions, etc. Make a "home" for each player and category. Put all the VoiSecs on a table and shuffle around. The players take turns in trying a VoiSec and placing it in his/her right home (e.g. Jenny's fruits). The VoiSec stays if it is correct. If not, put back the VoiSec with the rest and the next player tries.

The player who gathered the most VoiSecs when no one remains on the table wins.

### What belongs together?

Use large images of e.g. persons (farmer, carpenter, boy, etc.) or environments (kitchen, bedroom, farm, etc.). Record single words (nouns, verbs or adjectives) on VoiSecs, some relevant for the images and others not. The participants then put the right VoiSecs on the right images, e.g. "hammer" on the image of a carpenter. Points are earned for every VoiSec put in the right place.

### What doesn't belong?

Place series of three VoiSecs in rows. Two of them have words that belong together recorded (e.g. horse + cow = animals) while the third one has something different (e.g. apple). The players tell which word should be removed and why. It can be more intriguing with moving VoiSecs to new positions if the word fits in another row, using more buttons, composite words, etc.

In a more complex version, one of the participants think of a context and record four words that belong and one that does not.

The constructor and the solver both get points when the right button is revealed and the context explained.

### Synonyms and antonyms

Make two or more columns of holders, Velcro patches or draw markings on a paper. Record adjectives into VoiSecs and place them in the left column. Record words with the same or opposite meaning to the adjectives and put these on a table.

One player at a time takes a VoiSec from the table and puts it next to the related adjective. If it is correct, the player scores a point. If not, put the VoiSec back on the table. The player with the most points win.

### Matching languages

Make two columns of holders in not too many rows. Record words in one language, e.g. English, into VoiSecs and put them in the left column. Record the same words in a different language, e.g. Spanish, and put them on a table. Record single words into as many VoiSecs as you have rows, creating a sentence like "You/were/absolutely/marvelous/this/time". The participants place the translations in the right spots until the rows are correct and complete. Press the remaining VoiSecs in the right order to hear the rewarding message.

### Story building

Record a number of nouns, verbs, adverbs, etc. on VoiSecs. Mark them on top if you like and place them on a table. The participants then build a story by taking one VoiSec at a time and place it in a row to build full sentences. The recorded words and hence the story can have a common theme, "snowman/skis/slowly/Father Christmas/laughs/gently".

One version is to have rows of full sentences with one word on each VoiSec. One or several of these words are incorrect or does not make sense.

Record the right words on VoiSecs and distribute them randomly to the players. One player at a time tries to replace an incorrect word with one of his/her own. If OK, remove the incorrect word from the row and insert the replacement. If wrong, the player keeps the replacement and gets one from each of the other players. The player who first has placed all his/her replacement VoiSecs win.

### Treasure hunt

Create an "orienteeing course" with a start, a finish and several control points. The treasure hunt can be even funnier with a theme, surprises along the course and small groups of participants. Give every participating group a VoiSec at the start, telling the theme and clues to find the first control point. Place three VoiSecs at every control point. One of these has the right clues to find the next control as well as a password to remember (or take along if you have replacements...). The others can have indications of being wrong and lead to a time-consuming extra control (a go-back sign, new VoiSecs, etc.). Exciting events can occur during the treasure hunt. Defeat the Red Pirate, make the secret sign or solve the riddle of the Sphinx to get more clues, extra passwords or points!

At the finish, the passwords are to be presented in the right order (a complete sentence) and enough extras displayed to win the treasure.

### Talking maps

Record typical names and places, melodies, phrases (in different languages), etc. on a number of VoiSecs. Distribute them evenly among the players. Stick holders or Velcro patches to relevant spots on a big map. Let the players take turns in placing a VoiSec in a right spot and explain why. If it is wrong, the player gets the VoiSec back and it is the next player's turn. The player who first has placed all of his/her VoiSecs wins.

Make versions to train security awareness, local routes, etc.

### Talking speech balloons

Use a large image of two persons in a common dialogue situation. Put an empty holder (or a Velcro patch with a matching part on a holder) on each person. Put an additional one on the side for "points". Record a sentence that is relevant for the situation and one of the persons and put it in the right place. Record one sentence that is relevant and completing the dialogue and several wrong or irrelevant. Put these on a table. Create as many dialogues as you like. Record a sequence of "point messages" on more VoiSecs than dialogues, possible to combine into e.g. "Charlie is a/clever/Joan is a/smart/knowing/winner!"

First press the VoiSec on the image to hear one phrase and then try one on the table. If it's right, put it in place, add a "point message" and try the next. If not, it's the next player's turn. The player with the most correct answers gets to play his/her "point messages", ending with "winner!"