

# Action Video Games Improve Multisensory Perceptual Noise Exclusion in Children with Dyslexia

Giovanna Puccio<sup>1</sup>, Sara Bertoni<sup>1,2</sup>, Sandro Franceschini<sup>1</sup>, Martina Mancarella<sup>1,3</sup>,  
Simone Gori<sup>2</sup> & Andrea Facchetti<sup>1</sup>

<sup>1</sup> University of Padua

<sup>2</sup> University of Bergamo

<sup>3</sup> Katholieke Universiteit Leuven

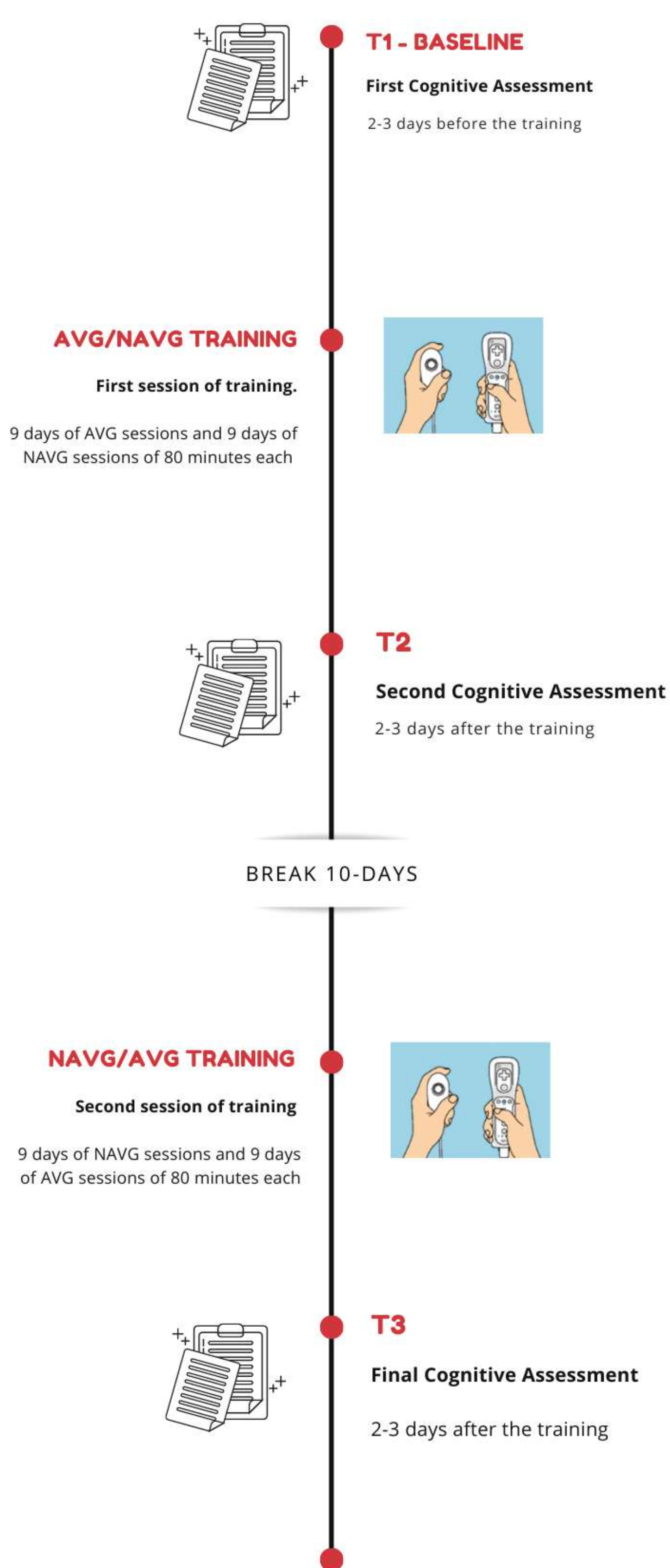
Email: giovannaliberapuccio@gmail.com

## INTRODUCTION

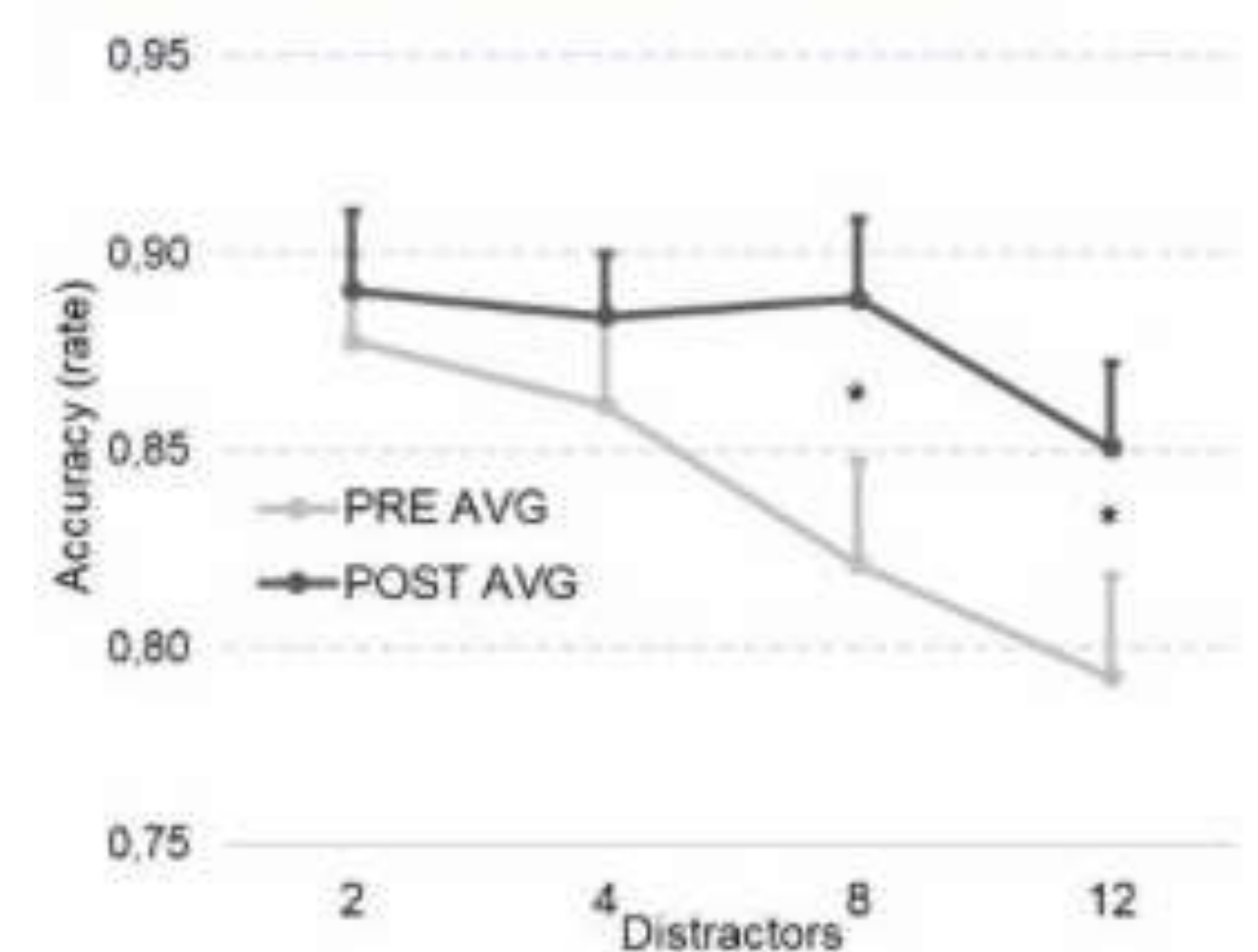
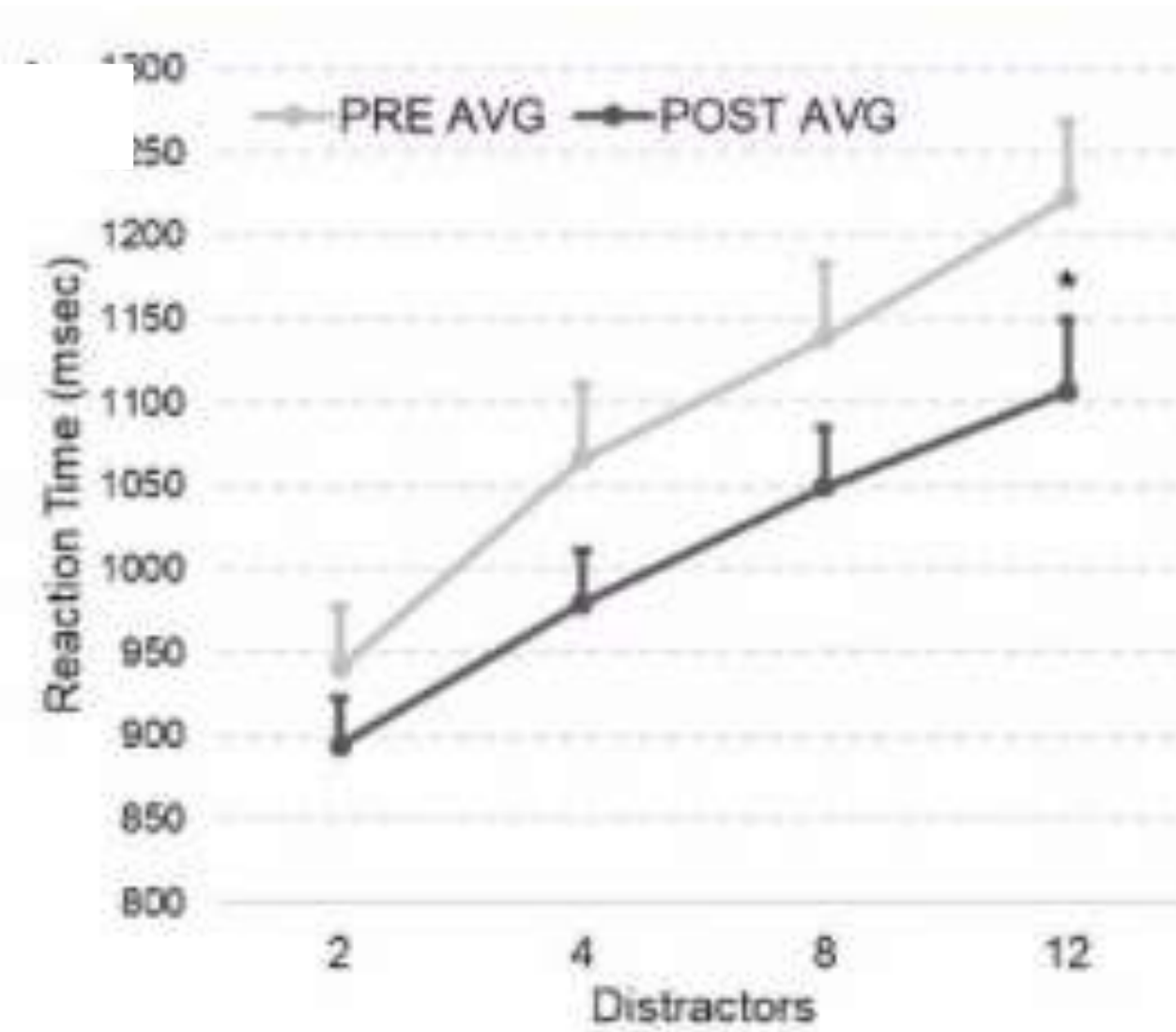
Reading acquisition is extremely difficult for about 5% of children because they are affected by an heritable neurobiological disorder called Developmental Dyslexia (DD). DD is not only characterized by a reading difficulty, but also by phonological, motor and visual attention deficits. Some studies have argued the crucial role played by altered auditory and visual mechanisms of perceptual noise exclusion in DD. To test the causal role of perceptual noise exclusion in reading abilities, we proposed two different training with action (AVG) and non-action video games (NAVG) to a group of 14 children with DD.

## METHOD

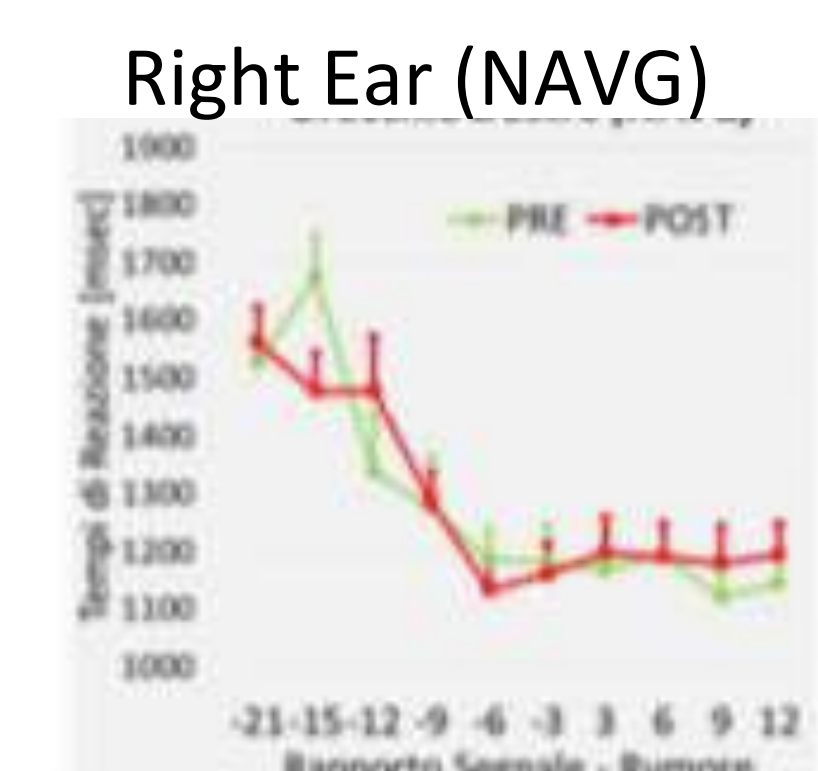
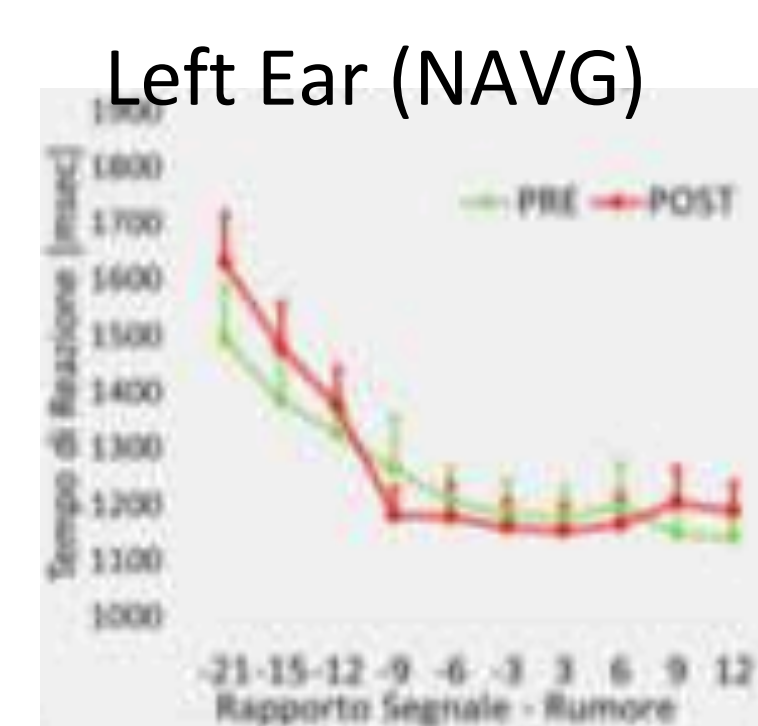
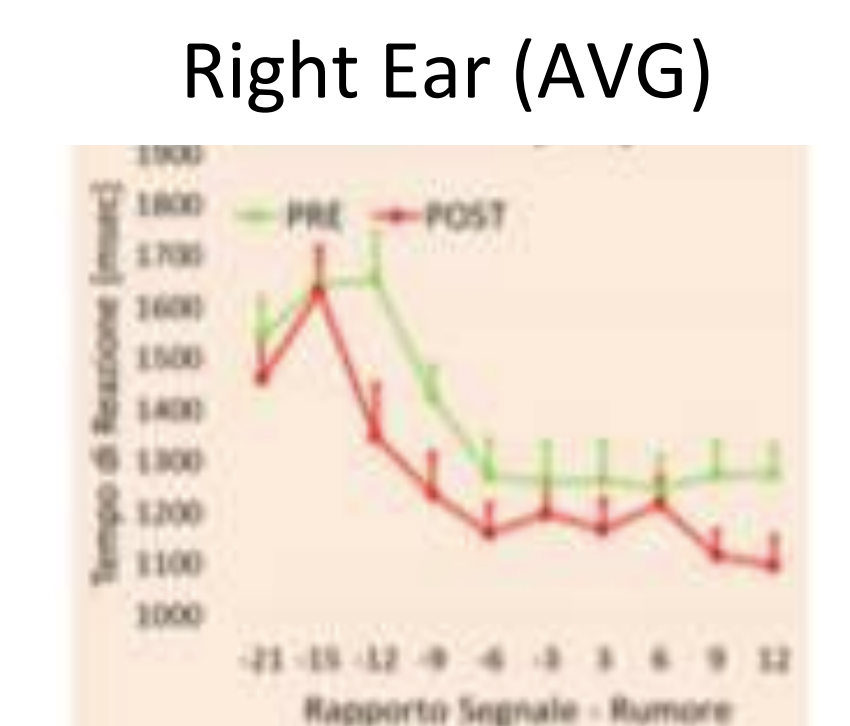
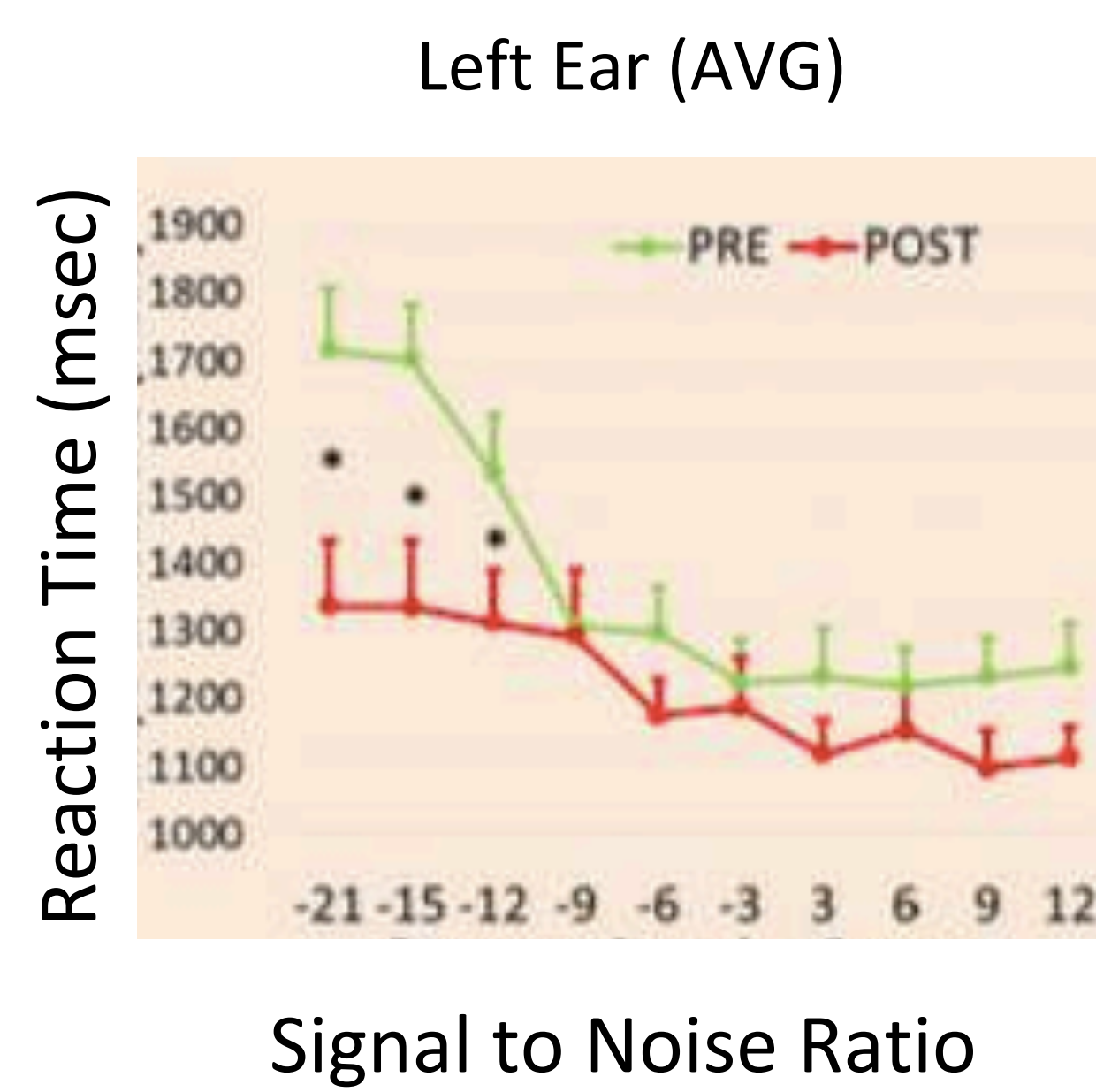
14 children (mean age: 8.93 y.o.)  
14 AVG  
12 NAVG



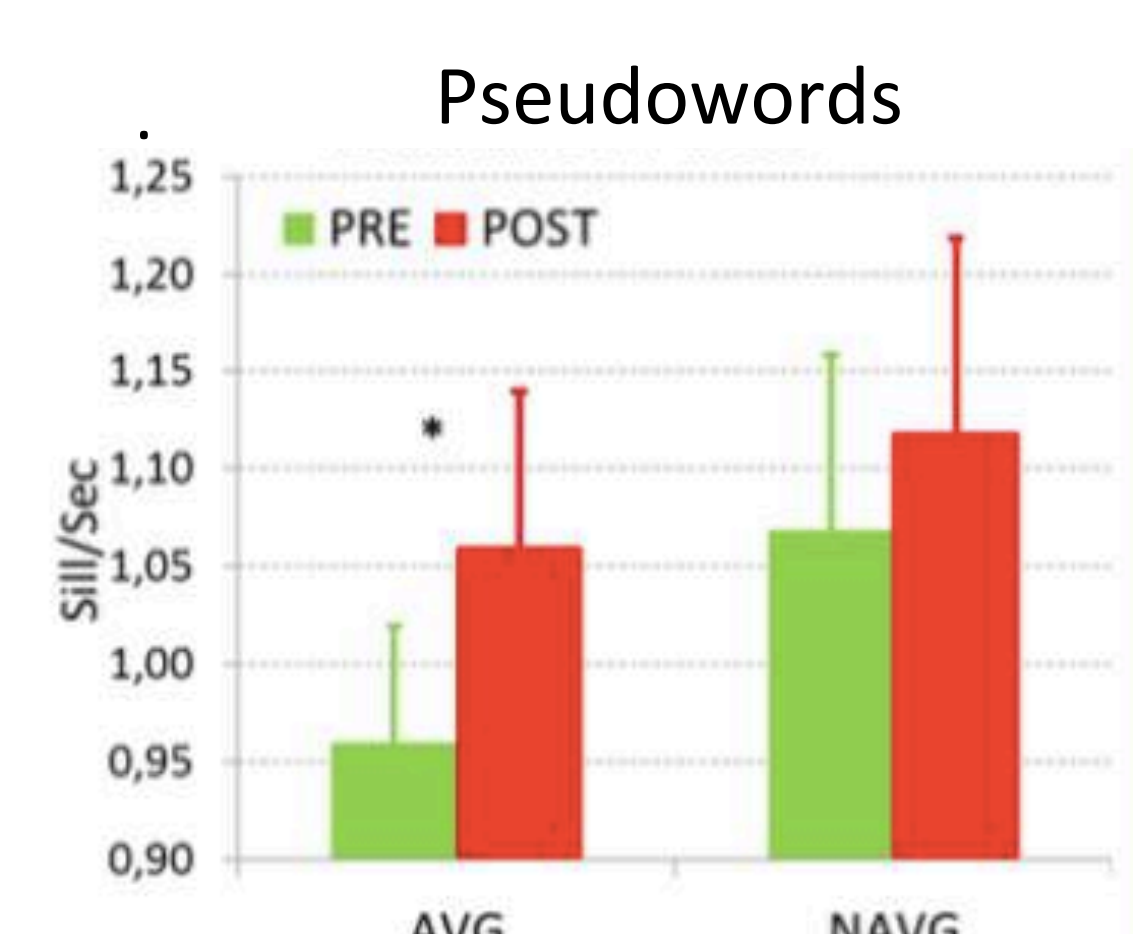
## RESULTS: VISUAL SEARCH TASK



## RESULTS: PERCEPTUAL NOISE EXCLUSION



## RESULTS: READING TASKS



## CONCLUSION

This study supports the conclusion that a disorder of the multisensory perceptual noise exclusion mechanism is causally linked to the reading deficits that characterize DD. Indeed, a training that enhances the efficiency of this attentional mechanism appears to improve phonological decoding skills in children with DD.

Moreover, for the first time, through this study we directly investigated the causal role of multisensory mechanisms of perceptual noise exclusion in children with DD by using AVG training.