Abstract

Objective: To analyze a study, conducted among Bulgarian speech and language pathologists /SLTs/ on the use of educational computer games in practice, attitudes and perceptions related to it in addition to the type of deficits they tackle, effects and relevant outcomes.

Materials and methods: The study involved 103 specialists in Speech and Language Pathology in Bulgaria. The specialists answered 26 questions in a survey, designed by the authors, related to the educational computer games use.

Results: The findings show: 76% of the participants use educational computer games in their practice in assessment, therapy, time off or all listed, 24% - do not use educational computer games at all, most of the SLTs use games for therapy. The frequency of use varies a lot, but most of the participants use games once a week. Free of charge Internet games are mostly used. Attention training, language, general knowledge, memory and reading games are the most preferred types of games.

SLI, ADHD and dyslexia are the disorders the specialists find beneficial using educational games to supplement standard treatment. The participants use games mainly for acquisition of additional knowledge and skills.