

## TOKAI RIKA CO., LTD. and Gakken E-mirai Co., Ltd. Jointly Developing Digital Educational Materials

TOKAI RIKA Co., Ltd. (President: Hiroyoshi Ninoyu) and Gakken E-mirai Co.,Ltd of GAKKEN HOLDINGS CO.,LTD. group of companies would like to announce that they are engaged in the joint development of digital educational materials for the GIGA School Program\*1, named provisionally “Furete Manabu Moji Kotoba” (“Touch-Learning of Letters and Words”).

Gakken E-mirai Co.,Ltd.  
Development of educational content

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Development of haptic technologies and systems

TOKAI RIKA

(Vibrating pen and apps)



digital educational materials

「tentative name: Furete Manabu Moji Kotoba」



※The photo is a sample image.

These digital educational materials are being developed for pupils in special-needs classes in elementary schools and in special-needs schools. The aim of this development is to create a repeatable Japanese language learning experience tailor-made to the individual educational level of each pupil, extending from basic hand movement practice to learning how to draw lines, read and write letters, and remember words.

The vibrating pen (called the “Hapuru Pen”) developed by TOKAI RIKA is a touch-pen installed with haptic technology\*2 that provides a new tactile experience. Used with specially developed apps, the pen delivers various types of vibrating feedback when images on the screen are touched or traced. The developed materials generate complex audio, auditory, and tactile stimuli based on image, sound, and vibratory reactions to operations and learning scenarios. This helps to provide a fun and easy-to-continue learning experience that goes beyond conventional less-stimulating paper-based learning and purely audio-based learning that is more difficult to follow.

As an automotive parts supplier, TOKAI RIKA has been involved in the development of switches and other tactile components for more than seventy years. By combining our technological skills with the educational content development capabilities of Gakken, we are aiming to contribute to the development of a fulfilling learning experience tailored specifically to individual children, particularly pupils in special-needs classes at elementary schools and in special-needs schools.

\*1 A program run by the Japanese Ministry of Education, Culture, Sports, Science and Technology that aims to digitalize education in Japan by providing one device for every student alongside high-speed high-capacity internet connections.

\*2 Technology that uses vibrating actuators to create and reproduce artificial tactile sensations. It is commonly used in products such as touch pads in vehicles and the like.