CLAIMS:

1. A system for providing a device-based multi-sensory therapeutic game comprising: a component provision module, in communication with a database, configured to provide game components and a game generation framework;

a generator module, in communication with the component provision module, configured to generate, in real-time and using the game generation framework in conjunction with the database, scenes and assets including auditory game objects and visual game objects based on personalized user parameters; and

a display module configured to display, in real-time to the user, a game that concurrently provides a visual pathway challenge, an auditory pathway challenge and a cognitive pathway challenge to encourage neuroplasticity, the game including the game components, the auditory game objects and the visual game objects, wherein displaying the game comprises displaying both translucent and opaque moving masks to induce attention, providing a cognition inducing component selected from the group consisting of rhymes, pidgin English and homophones, interspersing repetitive language tasks with non-language mosaics and displaying motion graphics with embedded text.

2. The system of claim 1 wherein the game components displayed by the display module comprise generic game components that are presented in a similar manner to any user, and the visual game objects and the auditory game objects comprise components that are based on personalized user parameters, and are presented in a different manner to different users depending on the associated personalized user parameters.

3. The system of claim 1 wherein the component provision module, the generator module and the display module cooperate to provide the device-based multi-sensory therapeutic game adapted to provide therapy for attention deficit hyperactivity disorder (ADHD).

4. The system of claim 1 wherein the scenes and assets including the auditory game objects and the visual game objects are generated independent of a language of game delivery.

5. The system of claim 1 wherein the game components, the auditory game objects and the visual game objects are provided in a first language to concurrently challenge the user's visual pathway, auditory pathway and cognitive pathway in the first language.

6. The system of claim 1 wherein the game components, the auditory game objects and the visual game objects are provided in a first language to concurrently challenge the user's visual pathway, auditory pathway and cognitive pathway in a second language, the second language being different from the first language.

7. A processor-implemented method for providing a device-based multi-sensory therapeutic game comprising:

obtaining, from a user condition database, personalized user parameters associated with a condition of the user for which the multi-sensory therapeutic game is designed to provide therapy;

generating, in real-time and using a game generation framework in conjunction with a game database, scenes and assets including auditory game objects and visual game objects based on the personalized user parameters; and

displaying, in real-time to the user, a game that concurrently provides a visual pathway challenge, an auditory pathway challenge and a cognitive pathway challenge to encourage neuroplasticity, the game including the game components, the auditory game objects and the visual game objects, wherein displaying the game comprises displaying both translucent and opaque moving masks to induce attention, providing a cognition inducing component selected from the group consisting of rhymes, pidgin English and homophones, interspersing repetitive language tasks with non-language mosaics and displaying motion graphics with embedded text.

8. The method of claim 7 wherein the displayed game components comprise generic game components that are presented in a similar manner to any user, and the displayed visual game objects and the displayed auditory game objects comprise components that are based on personalized user parameters, and are presented in a different manner to different users depending on the associated personalized user parameters.

9. The method of claim 7 wherein displaying the game comprises simultaneously providing the visual pathway challenge, the auditory pathway challenge, and the cognitive pathway challenge.

10. The method of claim 9 wherein simultaneously providing the visual pathway

challenge, the auditory pathway challenge, and the cognitive pathway challenge comprises using complete words and their corresponding sounds.

~~11. The method of claim 7 wherein displaying the game comprises displaying both translucent and opaque moving masks to induce attention.~~

~~12. The method of claim 7 wherein displaying the game comprises providing a cognition inducing component selected from the group consisting of rhymes, pidgin English and homophones.~~

~~13. The method of claim 7 wherein displaying the game comprises interspersing repetitive language tasks with non-language mosaics.~~

~~14. The method of claim 7 wherein displaying the game comprises displaying motion graphics with embedded text.~~

1~~1~~5. The method of claim 7 wherein displaying the game comprises providing a reward comprising visual and aural feedback.

1~~2~~6. The method of claim 7 wherein the game components, the auditory game objects and the visual game objects are displayed in a first language to concurrently challenge the user's visual pathway, auditory pathway and cognitive pathway in a second language, the second language being different from the first language.

1~~3~~7. A system for providing a device-based multi-sensory learning development tool comprising:

a component provision module, in communication with a database, configured to provide game components and a game generation framework;

a generator module, in communication with the component provision module, configured to generate, in real-time and using the game generation framework in conjunction

with the database, scenes and assets including auditory game objects and visual game objects based on personalized user parameters; and

a display module configured to display, in real-time to the user, a learning development game that concurrently provides a visual pathway challenge, an auditory pathway challenge and a cognitive pathway challenge to encourage neuroplasticity, the game including the game components, the auditory game objects and the visual game objects, wherein displaying the game comprises displaying both translucent and opaque moving masks to induce attention, providing a cognition inducing component selected from the group consisting of rhymes, pidgin English and homophones, interspersing repetitive language tasks with non-language mosaics and displaying motion graphics with embedded text.

14. The system of claim 13 wherein the game components displayed by the display module comprise generic game components that are presented in a similar manner to any user, and the visual game objects and the auditory game objects comprise components that are based on personalized user parameters, and are presented in a different manner to different users depending on the associated personalized user parameters.

158. The system of claim 137 wherein the game components, the auditory game objects and the visual game objects are provided in a first language to concurrently challenge the user's visual pathway, auditory pathway and cognitive pathway in a second language, the second language being different from the first language.

169. A processor-implemented method for providing a device-based multi-sensory learning development tool comprising:

obtaining, from a user condition database, personalized user parameters associated with a condition of the user for which the multi-sensory therapeutic game is designed to provide therapy;

generating, in real-time and using a game generation framework in conjunction with a game database, scenes and assets including auditory game objects and visual game objects based on the personalized user parameters; and

displaying, in real-time to the user, a learning development game that concurrently provide a visual pathway challenge, an auditory pathway challenge and a cognitive pathway challenge to encourage neuroplasticity, the game including the auditory game objects and the visual game objects, wherein displaying the game comprises displaying both translucent and opaque moving masks to induce attention, providing a cognition inducing component selected from the group consisting of rhymes, pidgin English and homophones, interspersing repetitive language tasks with non-language mosaics and displaying motion graphics with embedded text.

17. The method of claim 16 wherein the displayed game components comprise generic game components that are presented in a similar manner to any user, and the visual game objects and the auditory game objects comprise components that are based on personalized user parameters, and are presented in a different manner to different users depending on the associated personalized user parameters.

1820. The method of claim 1619 wherein the game components, the auditory game objects and the visual game objects are displayed in a first language to concurrently challenge the user's visual pathway, auditory pathway and cognitive pathway in a second language, the second language being different from the first language.