BrainTrain's New Software Features Video Game Interface and Working Memory Training to Build Reading and Learning Skills

BrainTrain is offering new research based software to help challenged readers learn. "TNT Reading" combines entertaining memory and attention building games with game-like reading exercises.

Richmond, VA (PRWEB) April 20, 2010 -- BrainTrain, Inc., a company known for its professional brain-building software programs, is putting its neuropsychological expertise to work to help people with reading challenges. Its newest software release, "TNT Reading," combines entertaining memory and attention building games with research-based reading exercises to make learning to read a rewarding, fun experience.

"Our country is in the midst of a literacy crisis. I have envisioned using a neuropsychological approach to solve this crisis for a long time," says Dr. Joseph Sandford, Clinical Psychologist and President of BrainTrain. "It speaks very poorly for us that less than a third of U.S. students read proficiently. Sadly, an even smaller percentage get to experience the joy of reading for fun. TNT Reading could provide a real breakthrough to help these students."

The TNT reading system is based on over twenty years of research on the specific skill areas that have the greatest impact on people's ability to read. Academically these skills include letter recognition, the ability to discriminate sounds and to match letters to sounds. But what may be even more important are the cognitive skills people need before they can actually learn in any academic discipline - sustained attention, mental processing speed, and working memory. BrainTrain has built its business around developing software to help people with cognitive impairments caused by head injuries, attention deficit disorder, learning disabilities and developmental disabilities to train or remediate these skills. TNT Reading now takes what BrainTrain does best and uses it to take the company in a whole exciting new direction.

"TNT" stands for "Test 'n' Train." The name reflects both its "dynamite" new approach and its design. The software incorporates a carefully structured pattern of testing and training at each level of the program. TNT Reading systematically tests a specific skill component at each level. If the testing reveals a deficit, the user immediately receives training. The learner must master each level before advancing to the next. While the exercises are set up to progress automatically, alternating between cognitive games and reading exercises, the trainer or teacher can elect to use only those parts of the system that are most appropriate for an individual's specific needs. This means that the software is simple to use but also allows customization. It can be used with adults as well as with children, and also shows promise as a tool for educators teaching English as a second language.

A downloadable trial version of TNT Reading is available from the BrainTrain website.

About BrainTrain...

BrainTrain was founded in 1989 by Dr. Joseph Sandford, a professional computer programmer turned clinical psychologist. When he began his practice working with head-injured clients, it was natural for him to perceive how the computer could be an indispensable tool for helping them. His vision of using the computer as a way to

improve people's quality of life through cognitive enhancement continues to define BrainTrain's mission. While BrainTrain is still a small family business, the software it produces is currently used in all fifty states and in over fifty foreign countries.

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Contact Information
Virginia Sandford
BrainTrain, Inc.
http://www.braintrain.com
1-800-822-0538 ext. 4

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