

Otsimo

<https://otsimo.com>

Zafer Elcik, Co-Founder

Turkish computer scientist and edtech entrepreneur

Turkish tech entrepreneur Zafer Elcik designed and built an AI app that changed his brother's life.

"We started this business one year and a half ago. I realized my brother was interested in my smartphone, and I bought him an iPad. But I saw there were no specific games for autism. There are a few apps on the market, but they're very expensive at about \$250," Elcik says.

Together with co-founder Sercan Değirmenci, they set about creating an open-source platform composed of two apps, one for the children and one for the family. At the moment, the child component contains 15 games on several topics, ranging from those encouraging social interaction to learning the alphabet.

Otsimo Child is an application that includes educational games. This application is a platform that contains many games in it. The system understands the child's age and level of education. Thanks to this, the educational games are opened and shaped to meet child need. All of the games are prepared based on "applied behavioral analysis" (ABA: Applied Behavior Analysis) technique which is proven method for autism education.

Otsimo Family is an application for families or instructors which contains all information about child i.e. reports, suggestions, statistics and remote control settings. Parents can remotely control the child application and have full access of education. Families uses the suggestions and statistics which are created from educational data mining techniques and AI based deep learning system to improve the quality of education

Using Zafer's free special education app, Otsimo, his brother went from being unable to read and write to proficiency in under three months, allowing him to overcome the odds and finally start mainstream school at the same level as any other kid his age.

WHY DID I CREATE OTSIMO?

Ever since finding out about my little brother having autism spectrum disorder, I've been reading books about autism and at home autism education methods. I was looking for ways that would help my brother take his first steps towards becoming a self-sufficient child, as well as encouraging him to interact with other individuals. In spite of his inability to talk or read/write, I realized that focusing on smart devices was barely a problem. Since his average attention span lasts about 5 minutes at maximum, seeing him spending time with my phone up to 55 minutes was a blessing. So, I decided to get him a tablet pc. However, the lack of educational online games for autism never occurred to me. That was when I decided to create Otsimo along with my classmate Sercan. Our aim is to democratize the autism education and make it available for all families and children around the world.