

BrailleGenAI — Edge-AI Braille Learning Game Piloted at Karachi's School for the Blind and Deaf

AI in Education · Good practice · Pakistan

Quality score: 7/100

Evidence strength: Descriptive / self-reported

Summary

Mehran University and the IEEE Karachi Section built BrailleGenAI, an edge-AI and generative-AI device that reads tactile Braille blocks aloud and gamifies literacy practice for blind children, piloted with about 10 students at Karachi's Ida Rieu School for the Blind and Deaf.

Key dimensions

Dimension	Score
Evidence of learning impact	0/3
Equity & inclusion	1/3
Transparency, ethics & data protection	0/3
Teacher capability & pedagogy	0/3
Scalability & sustainability	0/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-08-18

[Mehran University of Engineering and Technology \(MUET\); IEEE Karachi Section \(EPICS in IEEE\)](#) — accessed 2026-08-18

[EPICS in IEEE: BrailleGenAI project page](#) — accessed 2026-08-18

[IEEE Spectrum: EPICS in IEEE Funds Record-Breaking Number of Student Projects](#) — accessed 2026-08-18

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