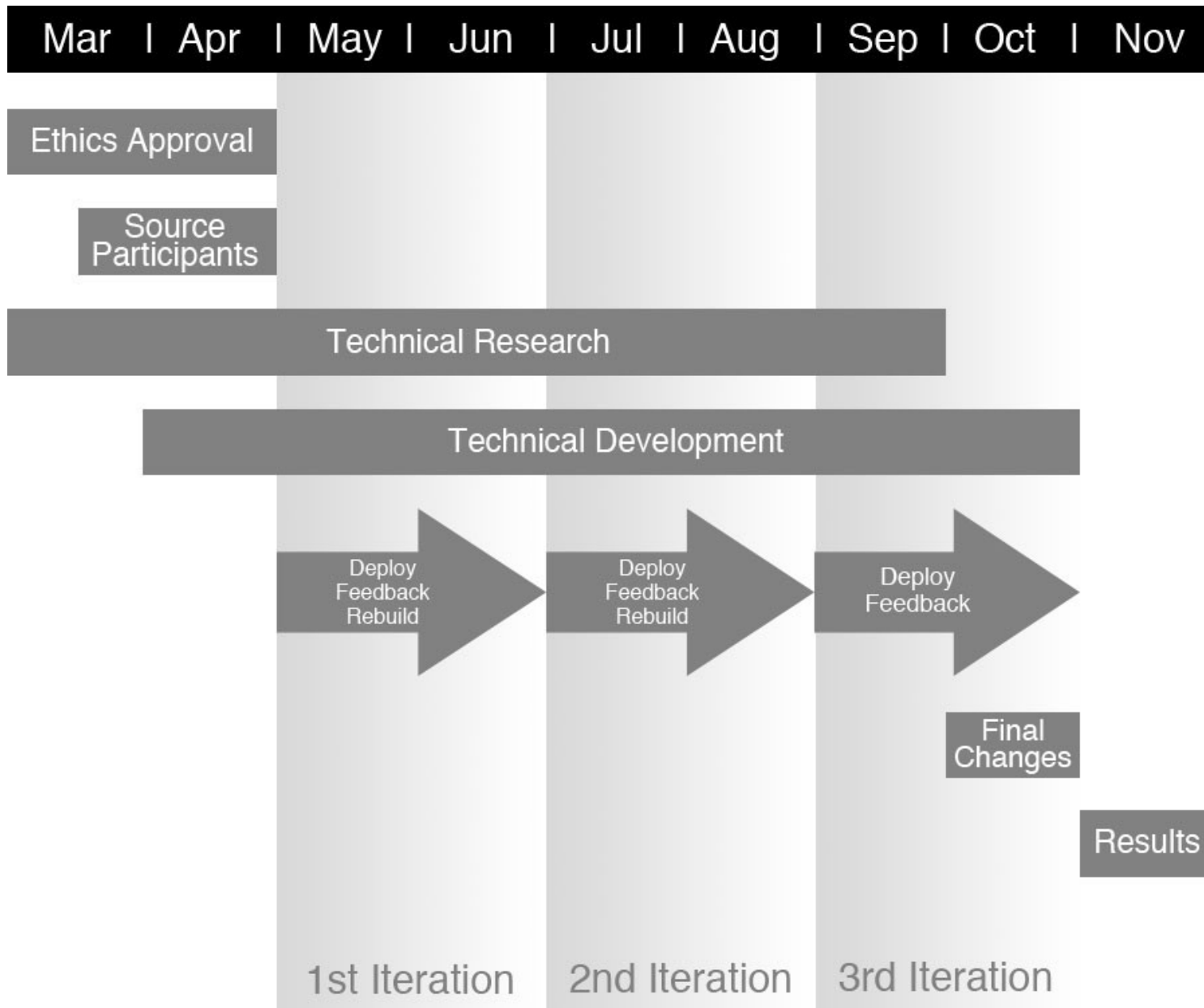


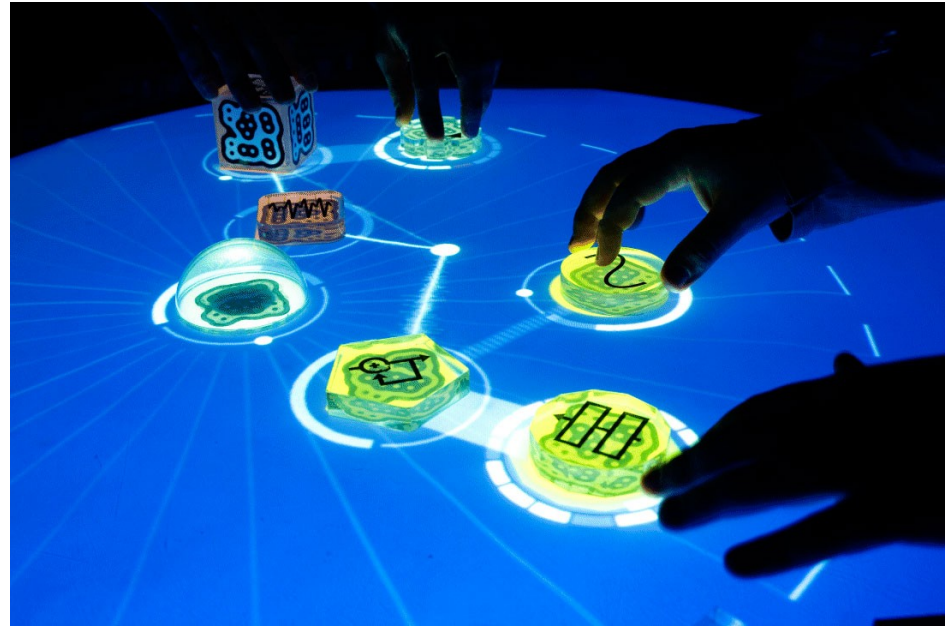
# Outline

- A case study, **observing** the affect of devices created specifically for 3 autistic spectrum disorder (ASD) children, based on feedback from their parents and/or carers.
- Looking at **experiential** response to sensory technology
- 'Experiential' means there is no pre-determined goal or outcome for participants engaging with the interactive device(s)
- Function of sensory device based on current strategies used by Occupational Therapist with participant
- Use of accessible technology in the home environment
  - low cost
  - mobile

# Timeline



# Examples of Devices



- Reactable – interactive sound device
  - Uses connections between objects. Can be collaborative.
- <http://www.youtube.com/watch?v=0h-RhyopUmc>

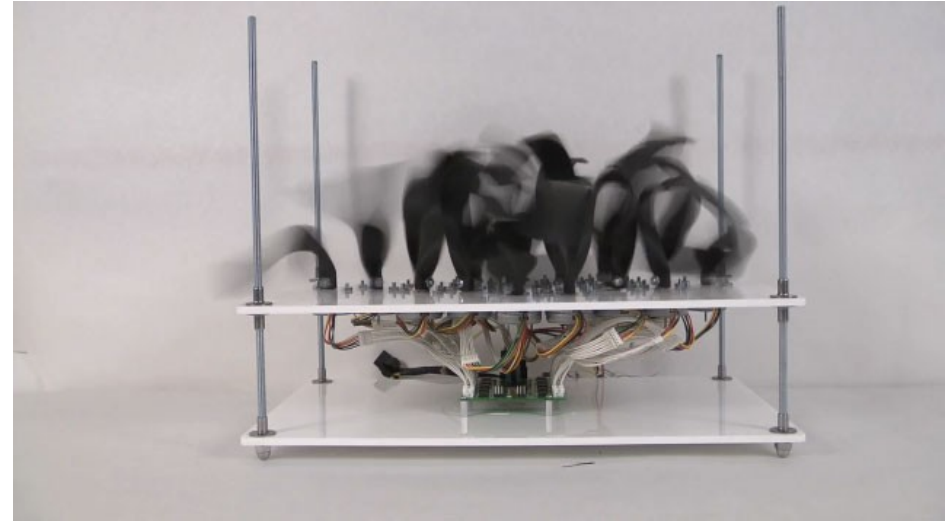
# Examples of Devices



- SCÅL – Physical media player
- Uses familiar objects to interact with an additional device

<http://vimeo.com/6698128>

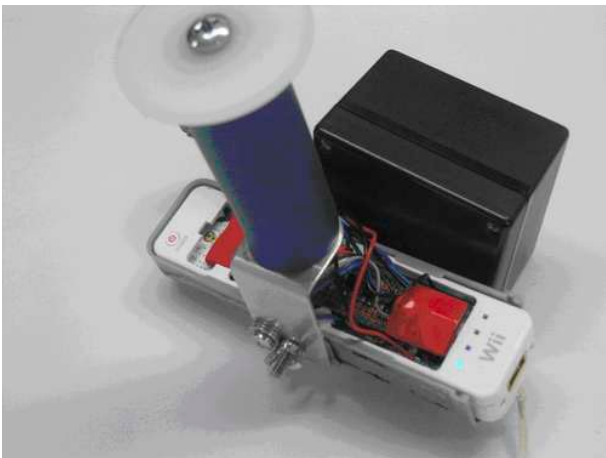
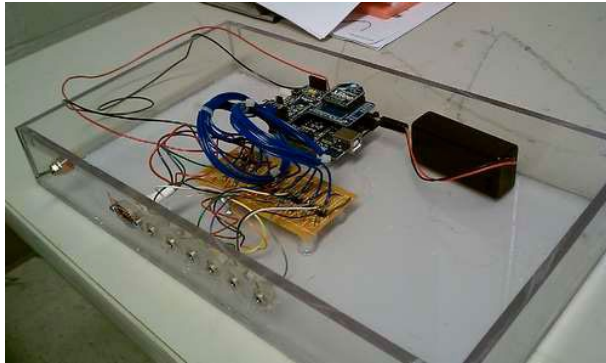
# Examples of Devices



- Kinetic Memory Triggers – motor driven movement
- Adds life to a seemingly simple object

<http://vimeo.com/11485165>

# Examples of Devices



- Nintendo Wii remote rewired
- Augments current technology with specific functions

<http://www.instructables.com/id/Wiimote-Wireless-Modification-for-Persons-with-Dis/>

# Potential Outcomes

- Measure ASD child **engagement** with sensory devices
  - through questionnaires (parent/carer)
  - data logging from device(s)
- Employ **accessible technology** in the home as a strategy for coping with ASD
- **Enabling interaction** not only with device, but further human engagement, through **cooperative play**
- Establish ground work for broader study into the effectiveness of sensory technology as an ASD therapy