HOW CAN TECHNOLOGY HELP MY CHILD WITH AUTISM?

Children with ASD usually have difficulty **understanding other people's emotions** or **participating socially with others.**

Many people with ASD have an **affinity for computers and video games**, which could increase their motivation for engaging in programs in this format.

iPad apps and computer games that focus on **increasing social participation** could be a **good method of therapy or learning** for your child with autism.

SocialTech ASD

For more information, please visit our website:

http://asdtechnology.osot.ubc.ca

Evidence-based games and apps to enhance social skills in children with ASD

Desktop Games

Teach Town
A clinic-based game for children aged 2-15 years. Children play games and watch animated episodes which increase their independence and motivation . Children learn social skills, emotional skills, cognitive skills, and communication skills.

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Let's Face It!
A free game for children aged 8-15 years to be used at home or the clinic. Children progress through 7 games and practice various face processing activities. Children learn analytic and holistic face processing skills.

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Face Say
A clinic-based game for children aged 6-15 years. Children use an avatar to practice face and emotion recognition skills.

IPAD APPS

Look in My Eyes: Steam Train
A free app for children aged 4 and up. Allows young learners to practice eye contact while earning rides as the engineers of their own steam trains. Children learn eye contact, concentration, and focus.

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Learn With Rufus: Emotions
A free app for children aged 4 and up. Helps children learn the facial expressions that correspond to feelings and emotions including happy, sad, angry, afraid, disgusted, and surprised. Children learn face and emotion recognition.

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TOBY
A paid app for children 16 years and under ($25.99). Children can play over 330 play-based activities which are drawn from a curriculum tree and become dynamically available as the child completes prerequisites. Children learn communication, sensory discrimination, and cognitive and social skills.

VIRTUAL REALITY

Pico's Adventures
An Xbox game that can be used at home or at the clinic with a child aged 4-6 years. The aim of the game is to become friends with Pico, a friendly alien. Children learn skills in social interaction, collaboration, and social initiation.

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Brain Power Autism System
An augmented reality program which uses Smart Glasses to address social interactions, language, behaviour self-control, and job skills for children and adolescents with autism.

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iSocial
A collaborative virtual learning environment social interaction system for persons with ASD. It teaches a social competency curriculum using a desktop computer. The curriculum consists of aspects such as social scenes, social stories, and emotion-eliciting questions.