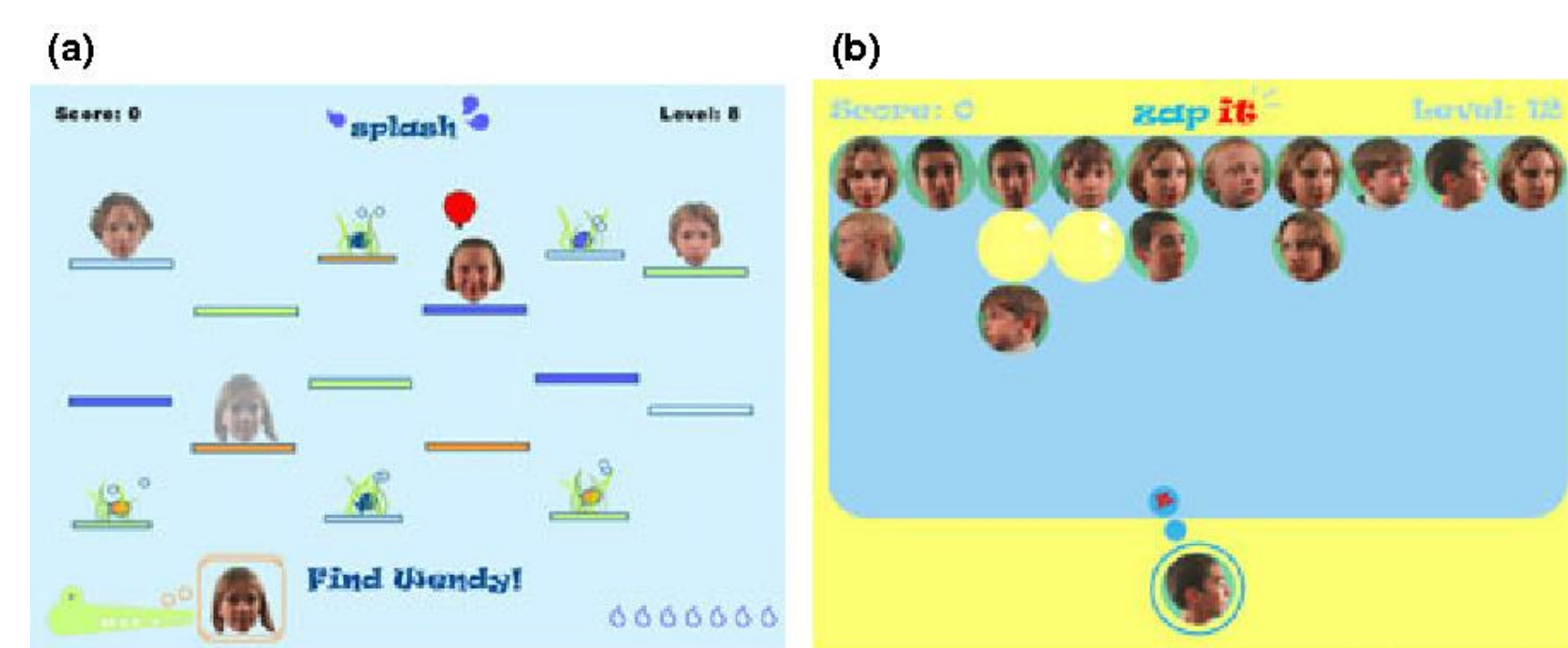


Let's Face It!

This is a free game designed for children aged 8-15. It can be used with your child at home or at the clinic. It includes 7 computer games to improve facial recognition:

- **Find a Face:** increases saliency of faces
- **Eye Spy:** improves eye gaze and eye contact
- **Face Maker:** for identify and expression
- **Search Party:** for practicing facial recognition
- **Splash:** for finding the correct face
- **Two of a Kind:** for practicing matching faces by memory
- **Zap It:** to practice connecting 3 or more matching faces

The skills learned in this game are both analytic and holistic face processing skills.



The Evidence ★

Tanaka and colleagues (2010) analyzed the use of Let's Face It! to enhance facial recognition skills in a group of 79 children with ASD. Children in the treatment group received 20 hours of training with Let's Face It, while children in the control group continued with their usual treatment. They found that children in the face training group demonstrated reliable improvements in their analytic recognition of facial features.

Teach Town

This program is best suited for use at the clinic or at school. It has programs available for children aged 18 months to 15 years:

- **Meta Play:** 18 months – 4 years
 - Play-based approach to fostering the development of imagination and related social and cognitive skills
- **Teach Town Basics:** 2 – 10 years
 - Curriculum addresses academic, cognitive, and social emotional challenges faced by students
- **Elementary Social Skills:** 4 – 8 years
 - Curriculum addresses appropriate, positive, and social behaviours
- **Middle School Social Skills:** 9 – 15 years
 - Curriculum addresses crucial social skills with a focus on increasing emotional intelligence



The Evidence ★

Whalen and colleagues (2010) analyzed the use of Teach Town Basics by a group of 47 children. Compared to the 25 students in the control group, the intervention group of 22 students showed more improvement in language, cognitive outcomes, and social skills.

Face Say

This program can be purchased for use both at the home or in the clinic. It uses an interactive approach with computer animated avatars, both human and animals, to create a life-like program to teach face and emotion recognition skills. It has three different games:

- **Amazing Gazing:** teaches children to attend to eye gaze, respond to joint attention, and understand that eye gaze can convey intent. The avatar is surrounded by objects, numbers, or faces, and the child must touch where the avatar is gazing
- **Band Aid Clinic:** teaches holistic facial processing and face recognition. The child is asked to select an appropriate face "band aid" that could fit over a distorted portion of the avatars face. The face comes alive once reconstructed and expresses gratitude for fixing the face
- **Follow the Leader:** Designed to teach children to attend to movements in the area around the eyes to improve their ability to discriminate facial expressions



The Evidence ★

Hopkins and colleagues (2011) assessed the efficacy of Face Say in a randomized controlled study with 49 children. They found that children with low functioning autism demonstrated improvements in emotion recognition and social interactions after the intervention, and the children with high functioning autism demonstrated improvements in facial recognition, emotion recognition, and social interactions after the intervention.