

# VIRTUAL REALITY PLATFORMS AND GAMES FOR CHILDREN WITH AUTISM

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What we've seen in the literature



## GOOGLE GLASSES



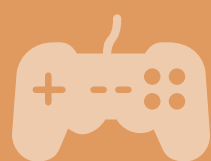
### "BRAIN POWER AUTISM SYSTEM"

**Cost:** \$1600 (home); \$8100 (clinic)

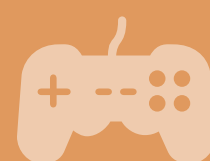
**Age:** 4-21 years

**Format:** Uses various games and visual displays to detect human faces and prompt the user to identify facial emotion

**Skills:** non-verbal communication, social engagement, eye contact



## X BOX KINECT



### "PICO'S ADVENTURES"

**Cost:** Free

**Age:** 4-6 years

**Format:** Encourages children to become friends with an alien by helping it with tasks, such as providing it with food or helping repair its spaceship

**Skills:** social interaction, collaboration, social initiation



## DESKTOP COMPUTER



### "ISOCIAL"

**Cost:** Inquire for details

**Age:** 7-17 years

**Format:** Uses a virtual environment to portray social scenes

**Skills:** social performance, social competency

### "SECOND LIFE"

**Cost:** \$0 - \$72/year

**Age:** 7-16 years

**Format:** Uses a virtual environment to display scenarios that target social learning

**Skills:** Emotion recognition, social performance