# Home Screen

Concept Structure of Home Screen

Upon opening the program, the User will be taken to a home screen where they will be able to select which of the three areas they would like to go into.

1. Social Development
2. Coping Strategy Development
3. Alternatives Finder

(Why I did this)

# Social Development

This section of the program will focus on developing the user’s social skills, with three different ways the user can interact with the AI.

## Social Questions

Social Questions will help the user understand and learn how to understand their interactions with others. The AI will have a list of subjects that people with Autism may struggle with and an option to talk out a problem or just listen.

### Topics

* Making Eye Contact
  + Why do I have to do it?
  + Tips and tricks to making eye contact
  + I am uncomfortable with making eye contact
* Dominating a Conversation
  + I am not interested in what others have to say
  + I just want to talk about one thing
* Hurting someone’s feelings
  + I do not know why I hurt someone’s feelings
  + How do I apologize?
  + Should I apologize?
  + How do I know if I hurt someone’s feelings?
* My feelings are hurt
  + How do I express that my feelings are hurt?
  + What do I do when someone hurts my feelings?
* Expressing my needs
  + How do I explain that I cannot do something?

### Talk it Out

The user is prompted to explain the problem to the AI, who will ask a series of questions in order to understand the problem or help the User gain new insight into the problem.

Potential Questions the AI could ask:

* What is the problem?
* How does the problem make you feel?
* What do you think the perspective of the other person is?

## Social Development Games

#### Emotional Recognition in Others

These games are meant to help the user be able to identify the feelings of others, an essential skill in forming relationships.

##### Match The Feeling

The goal of this game is to be able to identify different emotions through images.

Difficulty 1: The User is given an emotion and a choice of four different expressions in which the user has to match the emotion with the correct expression.

Difficulty 2: The User is given an emotion and a choice of four different people and must match the emotion based on body language.

Difficulty 3: The User is given a list of characters and how they express different emotions. The User has to find which character is experiencing a specific emotion.

##### Fairy Godparent

Users will get a situation in which a person is upset and has to comfort them by finding an item that will make them feel better. The game becomes more difficult and adds more nuances with each level.

##### What To Say

The User decides what emotion state they want to achieve within a conversation.

#### Listening and Turn-Taking

##### Who Am I?

##### Battleship

##### Dungeons and Dragons

##### Improvisational Stories

## Talk to AI

### Chat Mode

Chat mode includes two options: respond, and listen.



Respond, chat mode

For the response mode, the program could potentially implement rules programming to decide how it answers.

(CREATE A BASIC RULES SET)

The character model will appear to be looking at the screen and appear to be in front of a keyboard.

When the user sends a message, which can be done by hitting the enter key, the AI will come up with a response and be delayed for a period of time calculated by the length of the message in which the model will appear to be typing until the time is over and the message appears to the user.



Listen, chat mode

In listen mode, the AI will not send a response back.

The character model will not have a keyboard and will be nodding and reacting to the messages physically.

How the AI reacts may also be done with Rules programming.

## Verbal Mode

The User can talk to the character model and the User can choose whether the AI can make noises in response. When sound is detected the AI will nod along and make small physical indication that it is listening.



Verbal Chat with Sound Off

When sound is off, the AI will not make noise.



Verbal Chat Sound On

With sound on, the AI will make small noises when sound is no longer detected.

# Coping Strategy Development

## Grounding and Mindfulness Games

### Breath Like Pat

### The Five Senses

### Name Game

### Describe An Object

## Understand Sensory Sensitivity

# Alternatives Finder

## Profiles

### New Profile

### Update Existing Profile

## Search