

23.02.20: Interactive Technologies for Autism.

Paper referenced: Daniel R. Gillette, Gillian R. Hayes, Gregory D. Abowd, Justine Cassell, Rana el Kaliouby, Dorothy Strickland, and Patrice (Tamar) Weiss. 2007. Interactive technologies for autism. In CHI '07 Extended Abstracts on Human Factors in Computing Systems (CHI EA '07). Association for Computing Machinery, New York, NY, USA, 2109–2112. DOI: <https://doi.org/10.1145/1240866.1240960>.

The article is about an association called Special Interest Group (SIG), which wants to bring together people who study the use of technology by and for individuals with autism, those who design and develop new technologies, and those who are curious about getting involved.

The final project that my team and I are working on is about language disorders in children with autism, so this article was very interesting and helpful because, in a general way, talks about some of the most important technologies developed to assist individuals with autism and support those who live and work with them, such as family, caregivers, co-workers and friends. That give us an overview of what is in the market right now and give us some ideas of what a possible solution to the problem could be.

Previously we had interviews with some language therapists in Mérida and they tell us that the autism spectrum disorder is very variable. Every individual with the disorder has a different experience and when we talk about technological solutions this is a huge challenge. According to the article *“The uniqueness of each individual with autism and the context of their lives provide interesting design challenges for the successful creation and adoption of technologies for this domain.”* This is a very important thing that we must keep in mind when we'll working on our solution.