Wildcards 2.0

Use case scenarios

1) Therapist experience

Luisa is a therapist who wants to study how the attention of her little patient Luigi can be stimulated in different ways and in which situations he tends to be more focused.

First, the therapist welcomes the child into the room and seats him comfortably in a swivel chair. Luisa starts talking to Luigi to make him as comfortable as possible.

The therapist explains to the child about the novelty of the day: today Luigi will wear a visor that will allow him to enter the world of the characters from the stories that the child already knows. Luisa presents the visor to the child so that he can become more familiar with the device. The therapist only has to configure the visor.

First, she turns on the device ,she will also have to activate the external terminal and configure it ,to be able to see in real time the activity carried out by the child during the session . Now she must put on the visor and choose the experience for the child.

Now everything is ready, the therapist removes the visor and makes the child put it on, Luisa then starts by presenting the chosen game to Luigi:

-Research 360: the therapist explains to the child that to proceed he will have to find the object pointed by the arrow to proceed in the level and reach the goal

-Story 360: the therapist explains to the child that in order to proceed he/she will have to point at the protagonist of the story to make the narration proceed

-Exploration: the therapist explains to the child that to reach the end of the maze he/she will have to point at characters at the end of each corridor.

The child can then begin the play experience following the therapist's instructions.

At the same time Luisa can observe the child's behaviour during the experience,

Once the play session is over and the objective of the game has been achieved, the therapist will take the visor away from the child and say goodbye to him, inviting him to leave the room.

Luisa will now be ready to analyse the data that was recorded during the experience.

2) **Child experience**

Lucrezia is a child with NDD which is going to do a session with her therapist Luca.

The girl enters her therapist's room, sits in a comfortable chair, and listens to what the therapist wants to tell her.

She lets Luca put the visor on her so that she can start the play session.

Depending on the choice the therapist has previously made, the child will find herself thrown into a different story with different objectives:

-Research 360: the child will be projected into an open 3D environment in which he or she will have to point with the controller at various indicated objects in order to advance the

game. The child will step into the shoes of Piggy,Giulio,Suzy,Tobia and Pimpa finding himself in fantastic and different scenarios.

- Story 360: the child will be projected into an open 3D environment in which he/she will have to point with the controller at an object to advance the story. Again, the child will enter a fantasy world and become the protagonist of the story by stepping into the shoes of Piggy,Giulio,Suzy,Tobia and Pimpa.

- Exploration: the child will be projected into a 3D environment simulating a maze in which he/she will have to point at boxes to proceed inside it.In this case the child . In this case, the child will have to proceed through mazes with different themes related to the stories already known, putting himself in the shoes of Giulio,Suzy,Tobia and Pimpa.

Once the experience is over, the child ends the session

3) Wildcard experience

Luisa is a therapist who wants to study how the attention of her little patient Luigi, affected by NDD ,can be stimulated in different ways and in which situations he tends to be more focused.

First, the therapist welcomes the child into the room and seats him comfortably in a swivel chair. Luisa starts talking to Luigi to make him as comfortable as possible.

The therapist explains to the child about the novelty of the day: today Luigi will wear a visor that will allow him to enter the world of the characters from the stories that the child already knows. Luisa presents the visor to the child so that he can become more familiar with the device. The therapist only has to configure the visor.

First, she turns on the device ,she will also have to activate the external terminal and configure it ,to be able to see in real time the activity carried out by the child during the session . Now she must put on the visor and choose the experience for the child.

Now everything is ready, the therapist removes the visor and makes the child put it on, Luisa then starts by presenting the chosen game to Luigi:

- Research 360: the child will be projected into an open 3D environment in which he or she will have to point with the controller at various indicated objects in order to advance the game. The child will step into the shoes of Piggy,Giulio,Suzy,Tobia and Pimpa finding himself in fantastic and different scenarios.

- Story 360: the child will be projected into an open 3D environment in which he/she will have to point with the controller at an object to advance the story. Again, the child will enter a fantasy world and become the protagonist of the story by stepping into the shoes of Piggy,Giulio,Suzy,Tobia and Pimpa.

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The child can then begin the play experience following the therapist's instructions.

At the same time Luisa can observe the child's behaviour during the experience.

Once the play session is over and the objective of the game has been achieved, the therapist will take the visor away from the child and say goodbye to him, inviting him to leave the room.

Luisa will now be ready to analyse the data that was recorded during the experience.