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. To achieve this goal, she decides to take advantage of a virtual viewer equipped with 3 different games and an eye-tracker through which she can see how Luigi behaves during gaming sessions that will require different types of attention, selective or sustained one. The games will also be based on experiences that can be customized to let Luisa create a unique feeling for Luigi, guiding him in scenarios that he shall recognize as parts of the stories told by his therapist. At the end of the session, Luisa can store and analyze the datas collected by the viewer whenever she wants.

2) Child experience

Lucrezia is a child with IDD which is going to do a session with her therapist Luca. During the session, Luca shall tell her a story, or recall a story which she already knows. Then Lucrezia will be asked to put a virtual viewer to play one between 3 different games related to the story she heard before. The games are Story 360, Research 360 and Exploration, and all of them will require Lucrezia to pay attention to certain objects in different ways to make the story proceed. In Story 360, Lucrezia shall have to follow a character to let him go near different objects and make the story proceed. In Research 360, she shall have to detect different objects in the virtual scenario, moving around and seeing what surrounds her. In Exploration, she shall proceed in a maze, pointing at pictures attached to the walls. In any case she can remain seated or walk in the room, pointing the objectives with a controller. In this way, Lucrezia will be continuously engaged during the session in an active way.