

L  K H E R E

LookHere - Final Presentation

An Auxiliary Application based on
Interactive Picture Exchange Communication System (PECS)

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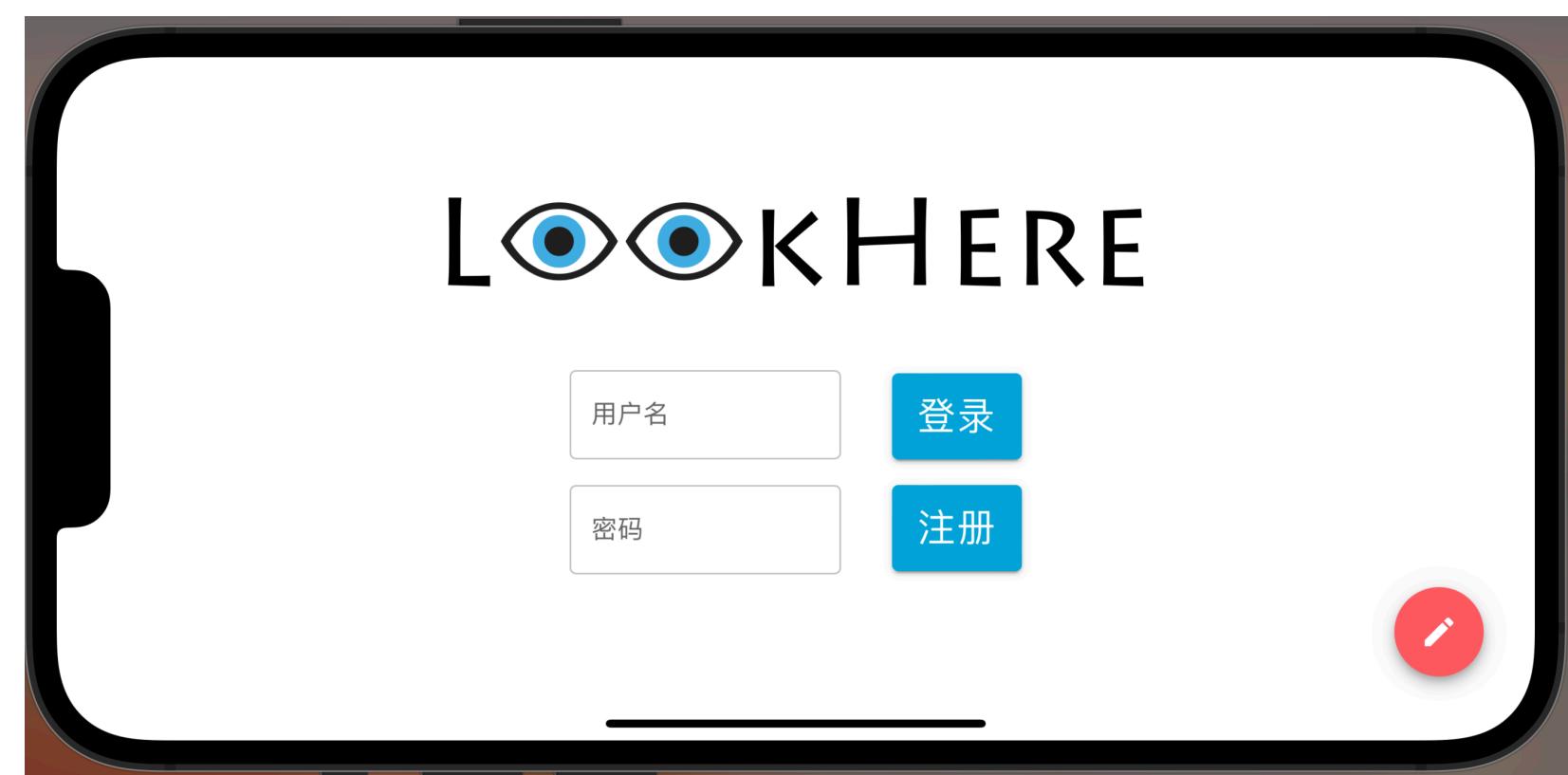
Outline

- Highlight - David
- Technical Highlight - Kevin
- Design & Literature - Justin
- Reflection - Jeffery

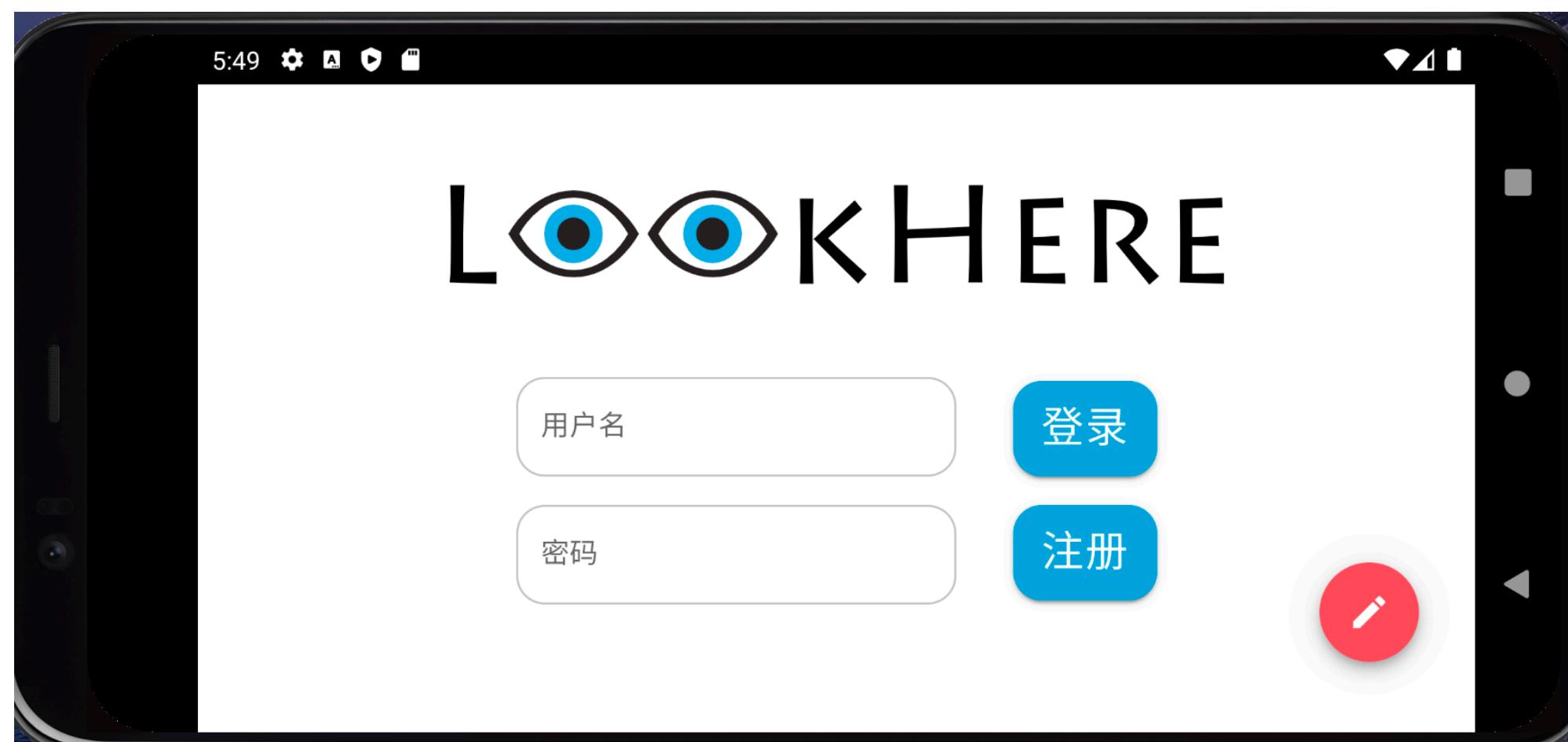
Highlights

Cross-Platform

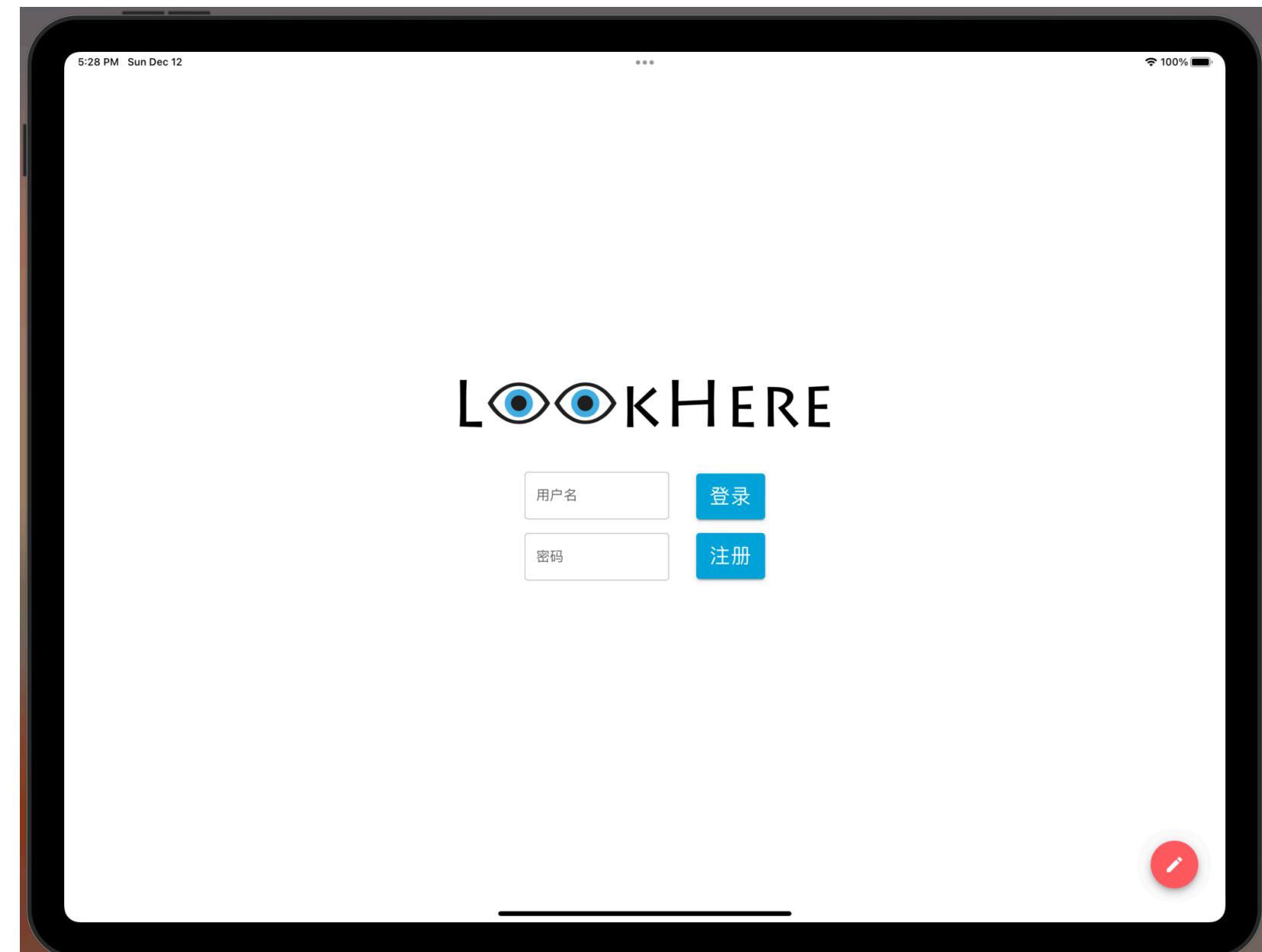
- Our Application supports:
 - IOS: iPhone, iPad
 - Android: Huawei, Samsung, Pixel



Iphone 13
ios 15.0



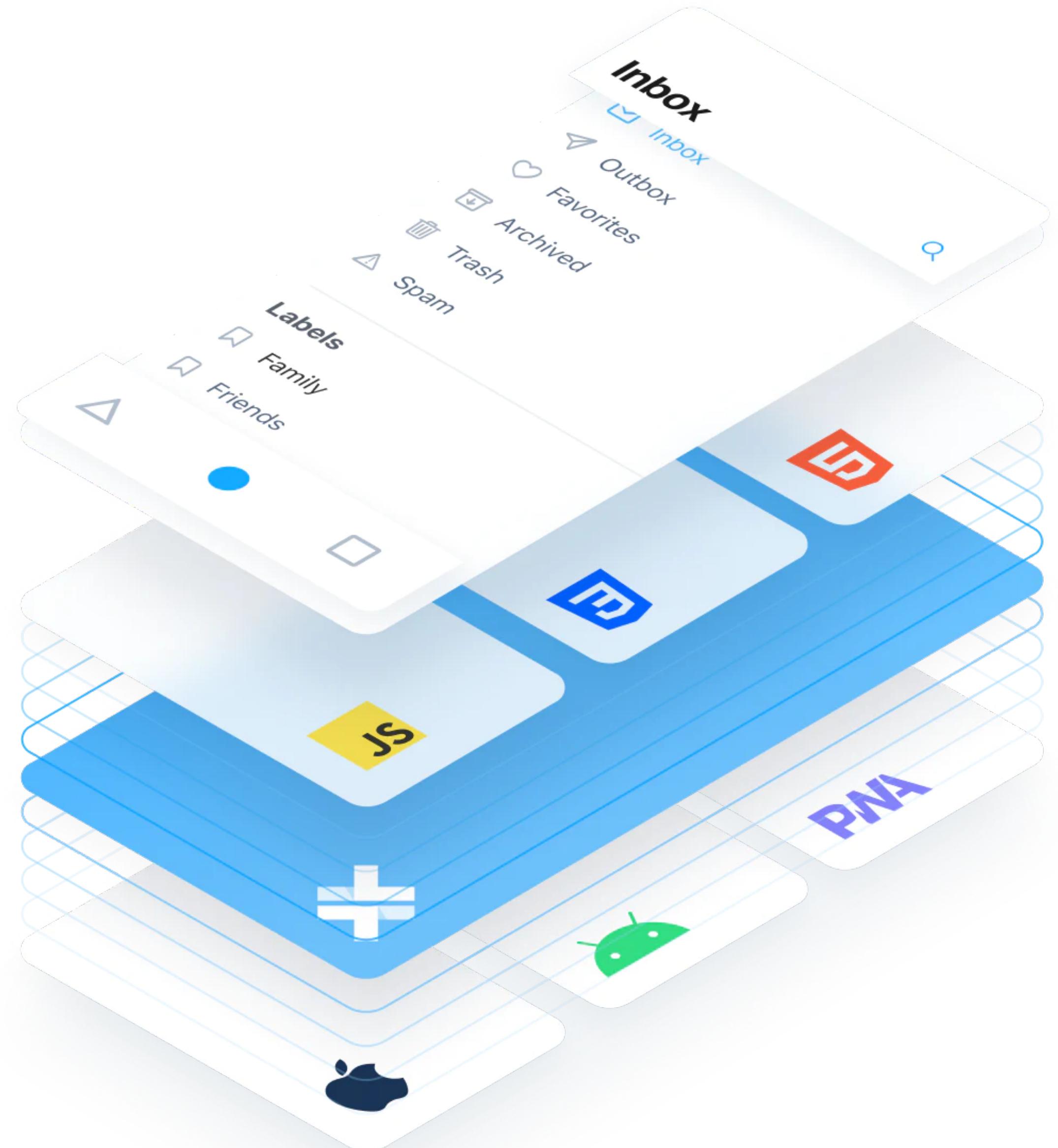
Pixel 4
Android 11



Ipad Pro
ios 15.0

Capacitor

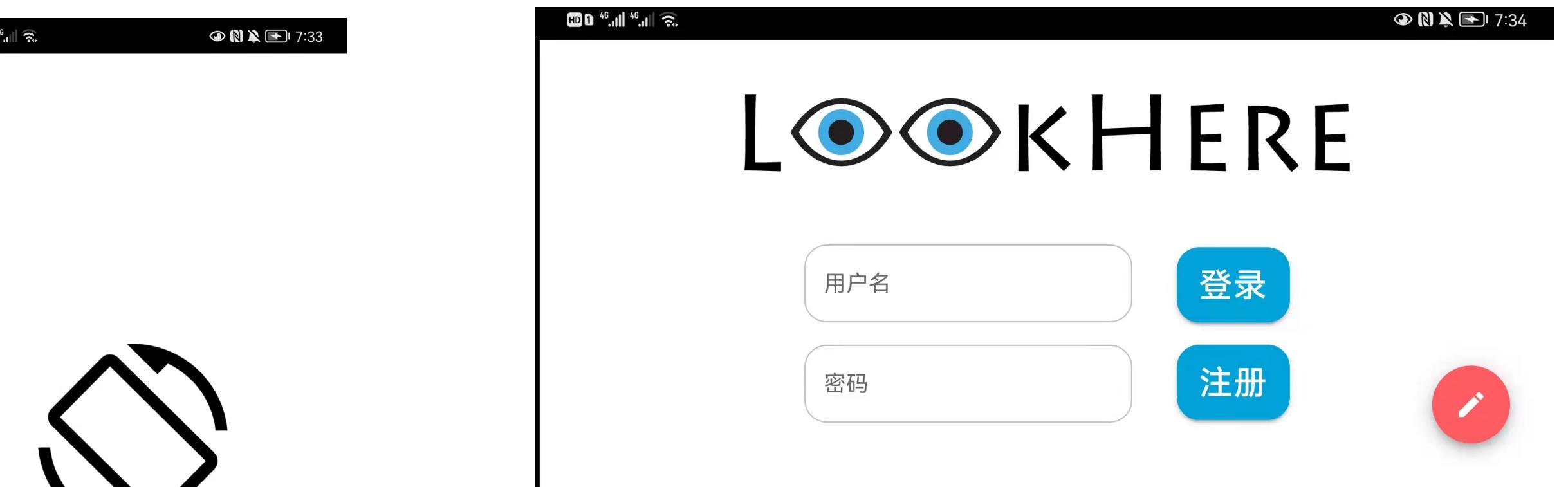
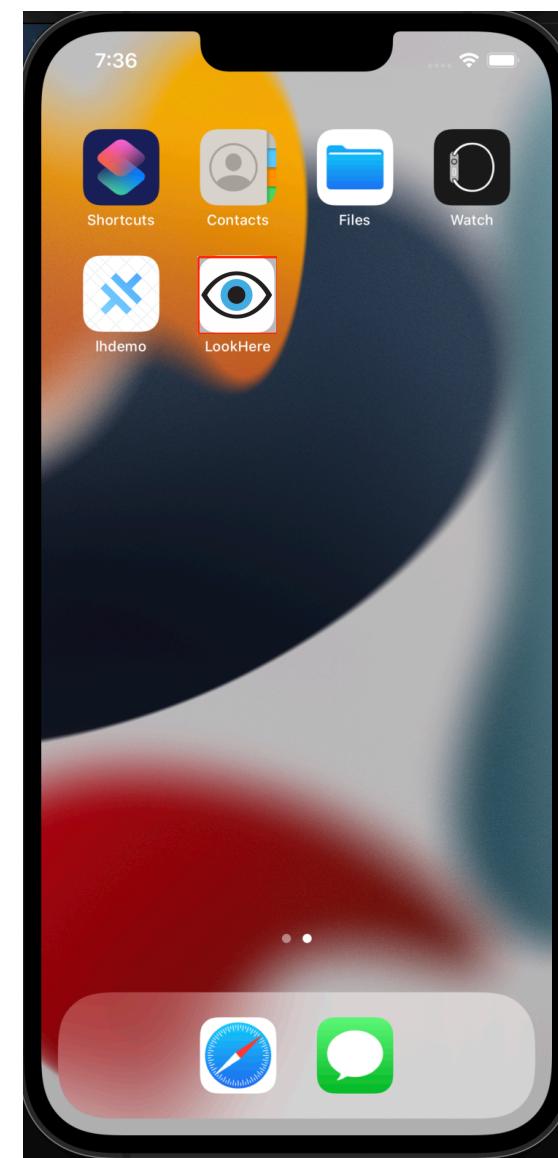
- Capacitor:
an open source native runtime for
building **Web Native apps**. Create
cross-platform iOS, Android, and
Progressive Web Apps with
JavaScript, HTML, and CSS.
- *Future work, such as the portability
of the facial detection module on
different platforms and on
different devices is needed.
(Kinane. 2018)[8]*



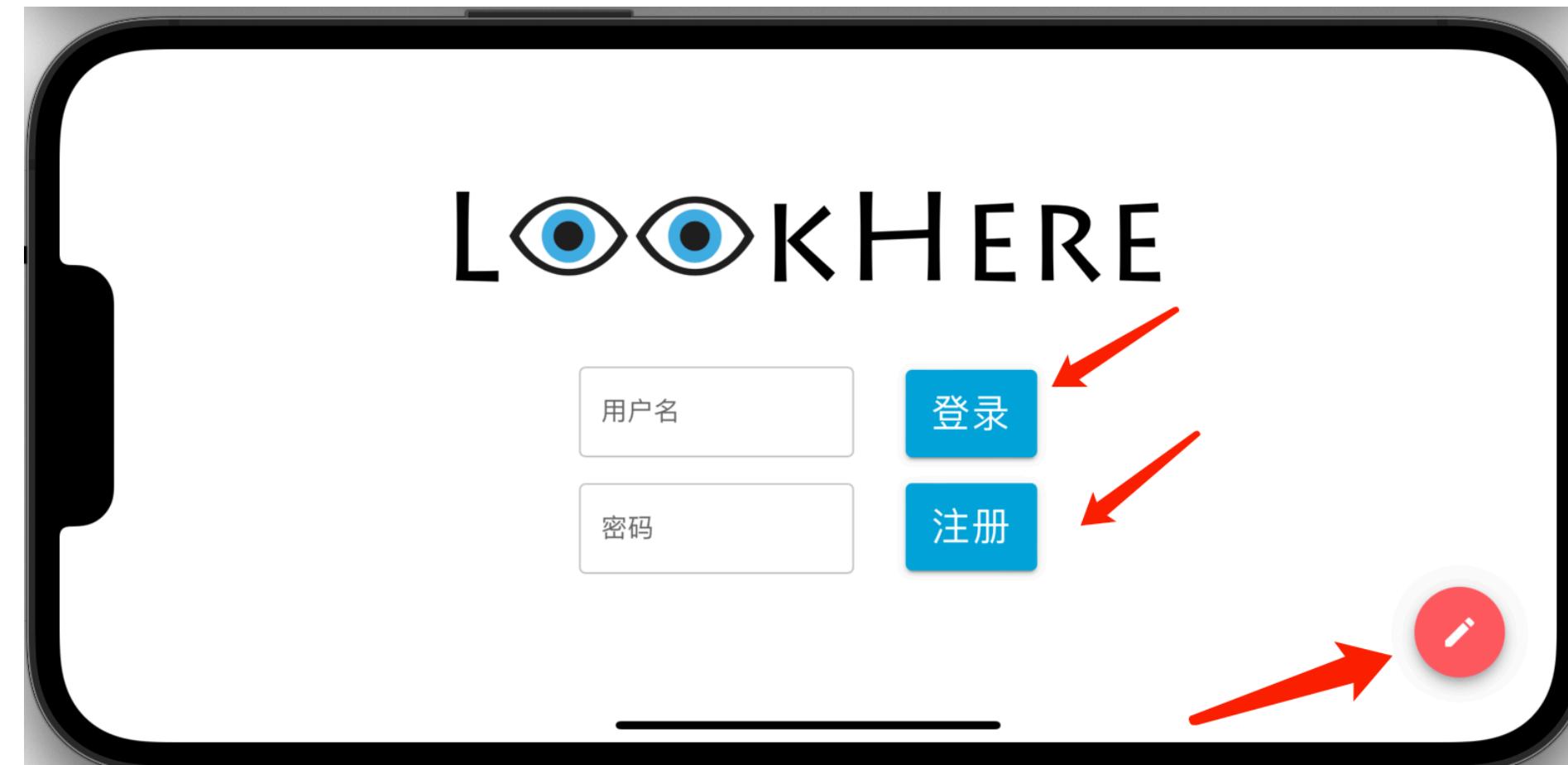
One More Thing

Auxiliary Orientation

- Operation Tips



把屏幕横过来哦



- Haptic feedback

Technical Highlights

Data Organization

CDN: Saving Costs

Object Storage Pricing - Tencent Cloud

Region	Outbound Traffic (yuan/GB)
Chengdu, Chongqing, Beijing 1, Beijing, Nanjing, Shanghai, Guangzhou	0.5
Beijing Finance, Shanghai Finance, Shenzhen Finance	0.8
Hong Kong, Mumbai, Jakarta, Tokyo, Frankfurt, Sao Paulo	0.75
Singapore, Silicon Valley, Virginia, Moscow	0.5
Seoul, Bangkok	0.9
Toronto	0.45

CDN Pricing - Tencent Cloud

Traffic/Region	CN	NA	EU	AP1	AP2	AP3	ME	AA	SA
0TB - 2TB	0.21	0.31	0.31	0.46	0.55	0.63	0.9	0.68	0.68
2TB - 10TB	0.2	0.26	0.26	0.41	0.51	0.6	0.83	0.64	0.64
10TB - 50TB	0.18	0.22	0.22	0.37	0.47	0.57	0.77	0.6	0.6
50TB - 100TB	0.15	0.18	0.18	0.33	0.41	0.53	0.71	0.56	0.56
≥ 100TB	0.11	0.14	0.14	0.31	0.35	0.46	0.65	0.52	0.52

Code Organization

- Clear directory structure
- Rational layer
- Abstraction & encapsulation
- Good readability
- High maintainability

```
> build
> node_modules
> public
> src
  > components
    > BackButton
    > FloatingButtons
    > WhiteBoardButt...
  > externals
  > pages
    > Login
    > Register
    > RotateScreen
    > SelectPicture
    > WhiteBoard
  > services
  > utils
    App.module.css
    App.tsx
    index.css
    index.tsx
    react-app-env.d.ts
  .gitignore
  build.zip
  package.json
  pnpm-lock.yaml
  README.md
  tsconfig.json
  yarn.lock
```

```
lookhereBackend ~/Di
  internal
    controller
      auth.go
      hello.go
      iflytek.go
      picture.go
      user.go
    model
      common.go
      picture.go
      user.go
    repository
      common.go
      picture.go
      user.go
    service
      auth.go
      common.go
      iflytek.go
      picture.go
      user.go
  go.mod
  main
  main.go
```

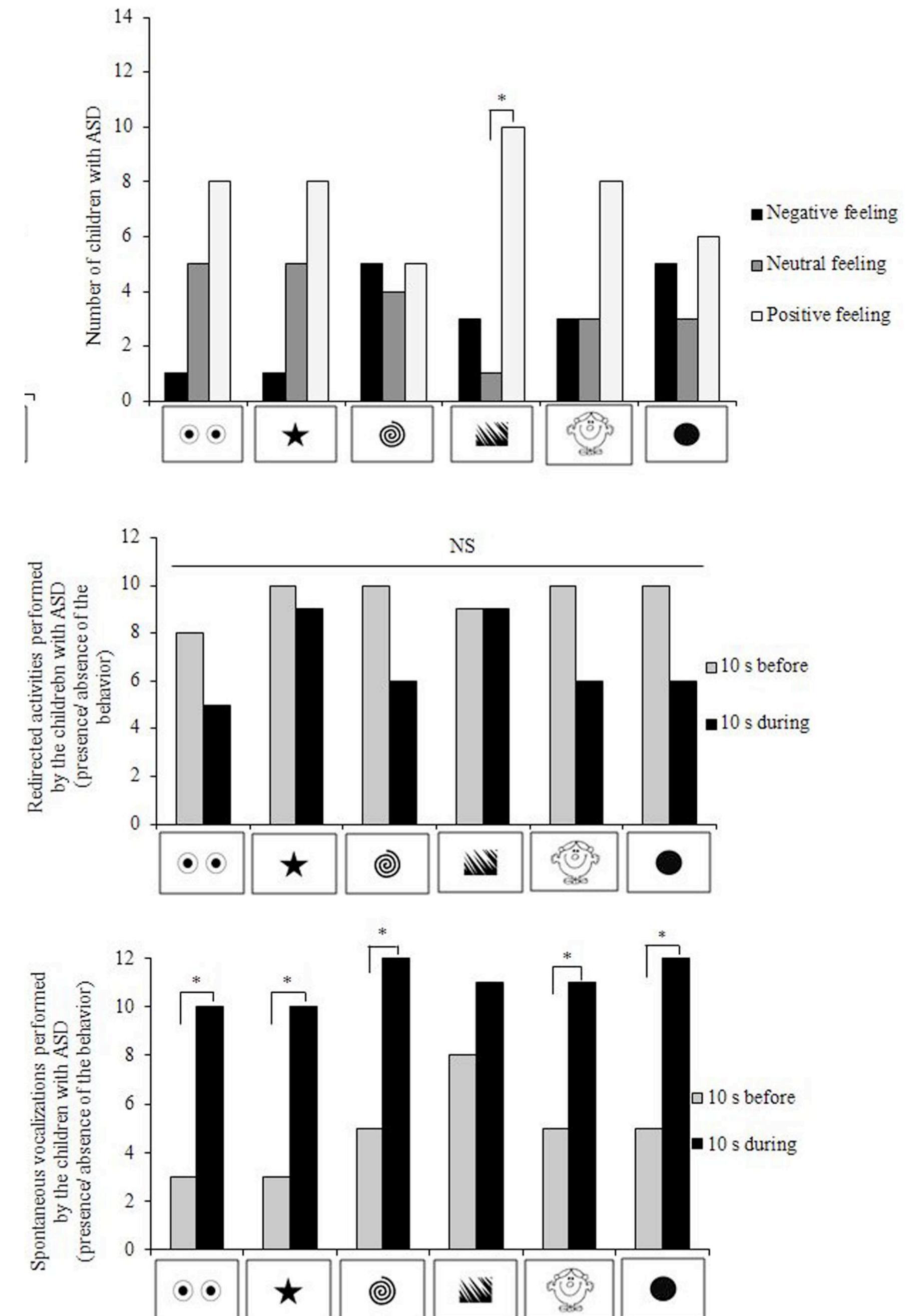
Other minor technical highlights

- Data loading indication
- Separated parents and ASD children account, and easy access
- Play the audio anytime the ASD children want
- Manage pictures easily

Design & Literature

UX Design

- Neurotypical children perceived the spiral stimulus positively (i.e., a curvilinear shape) whereas children with ASD perceived the jagged edges stimulus positively (i.e., an angular shape). (Laurine Belin et al. 2017) [1]
- Mazefsky and White (2014) proposed that emotion regulation of people with ASD could be inherently disrupted so as to elicit aberrant behavior in highly emotional situations (Konstantareas and Stewart, 2006). [2]
- Solution: Avoid high stimulus; let ASD children concentrate

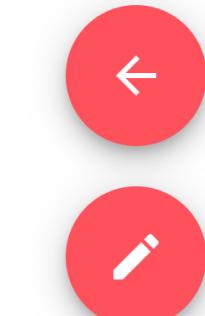


Rounded Rectangle

Before

L👁OKHERE

用户名	登录
密码	注册



After

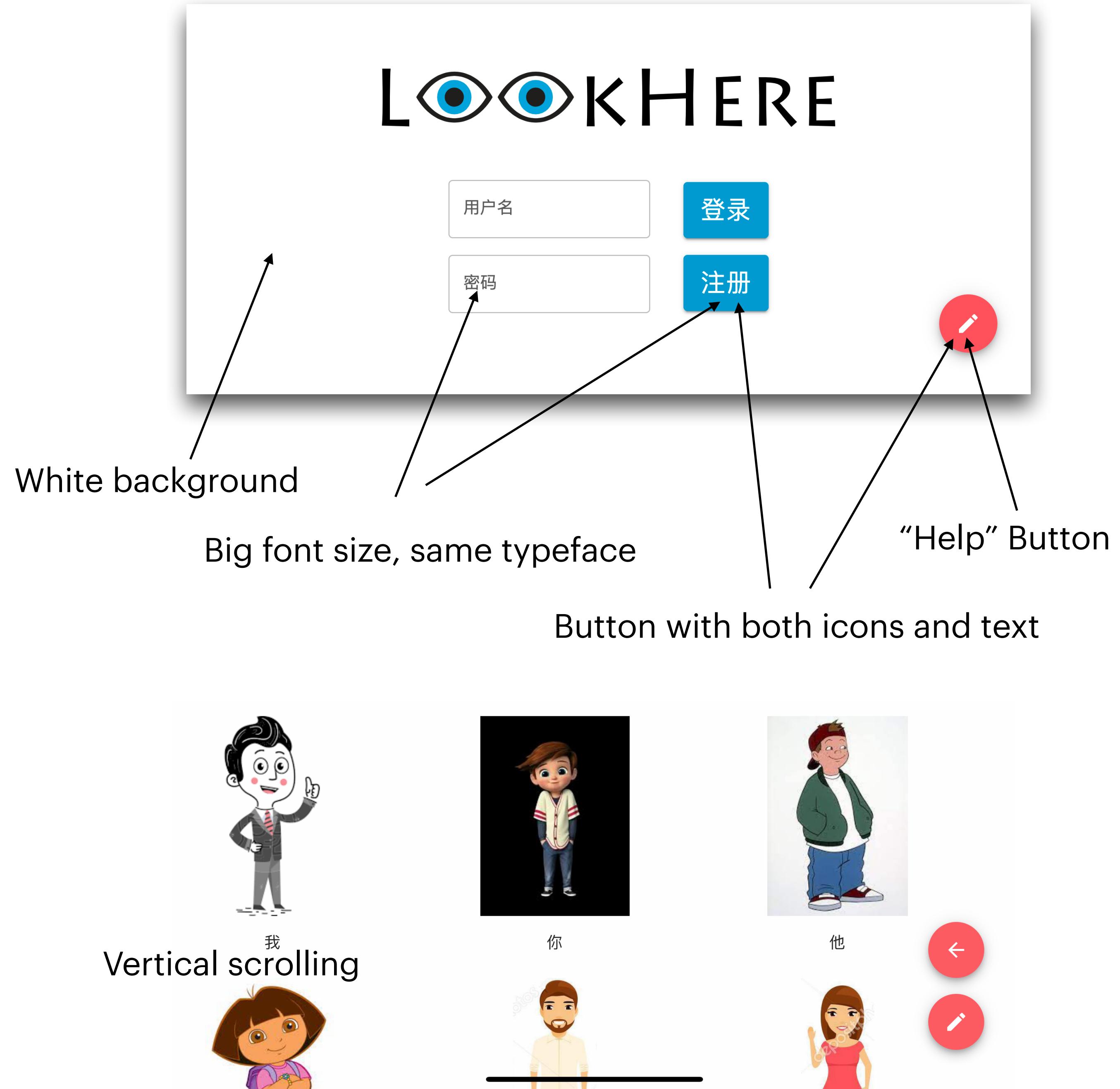
L👁OKHERE

用户名	登录
密码	注册



Less is more

- Each sentence must be short as possible— more than 15 words are harder to read.
- Never use a picture as background for the text.
- Use a maximum of two typefaces.
- Do not use pop-up elements and distractions.
- Do not have horizontal scrolling.
- Strive for simple, clear navigation.
- Have a Help button.
- Words must be big—a font size of at least 14 point is good.
- Design for simplicity and few elements on screen.
- Use clear, large buttons with both icons and text.
- ... (Nikolay Pavlov, 2014) [3]



Color

- Marine Grandgeorge and Nobuo Masataka investigated the preference of ASD children and TD children for six colors: red, pink, yellow, brown, green, and blue, in clinical settings.[4]
- “When mean rank of preference was computed in each of the ASD and TD groups with regard to each color, it was found that boys with ASD were significantly less likely than TD boys to prefer yellow and more likely than TD boys to prefer green and brown colors.”
(Grandgeorge M and Masataka N (2016))[4]

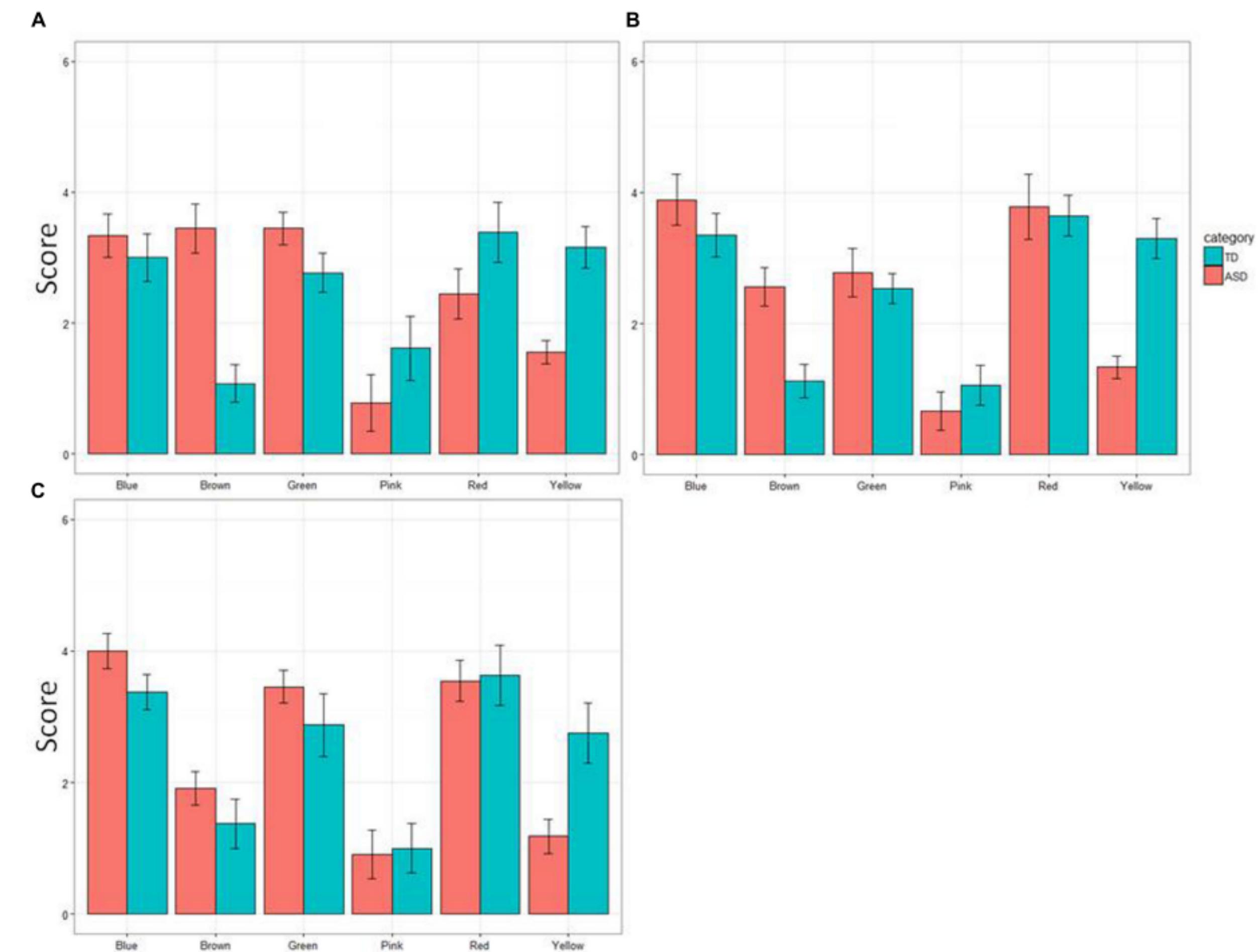


FIGURE 1 | Mean preference scores (error bars: SDs) of six colors in children with autism spectrum disorder (ASD) and in typically developing (TD) children. (A) 4- to 7-year-olds, (B) 8- to 10-year-olds, and (C) 11- to 17-year-olds.

Only Use 5 Colors

Black, Blue, Soft Red, Green, White

One More Thing

Auxiliary: Color Blind Concern

Normal View

LKHERE

登录

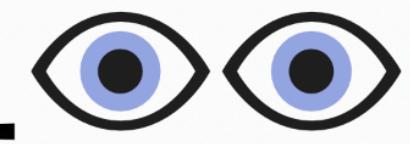
注册



- 1
- 2
- 3



Red Color Blind View

LKHERE

登录

注册



- 1
- 2
- 3



Auxiliary: Color Blind Concern

Normal View

LKHERE

登录

注册



- 1
- 2
- 3



Green Color Blind View

LKHERE

登录

注册



- 1
- 2
- 3



TTS(Text To Voice)

- Using a speaker that the children have not heard before could have created more interest for the ASD group and motivated them to interact with the key pad. (Lynn Gilbertson, 2017) [5]
- We use iFLYTEK API to convert the text to audio.

The screenshot shows the homepage of the Iflytek Open Platform. At the top, there is a navigation bar with links to Product Services, Solution Cases, Industry Topics, Service Market, AI University, 1024, AI Competition, Ecosystem Platform, Service Support, and Latest Activities. The main banner features the text "让世界享受 A.I. 的乐趣" (Let the world enjoy the fun of AI) and "· LET THE WORLD ENJOY THE FUN OF AI ·". Below the banner, there is a section titled "在线语音合成" (Online TTS). It includes a description: "将文字转化为自然流畅的人声，提供100+发音人供您选择，支持多语种、多方言和中英混合，可灵活配置音频参数。广泛应用于新闻阅读、出行导航、智能硬件和通知播报等场景。" There are three buttons: "免费试用" (Free Trial), "服务管理" (Service Management), and "定制音库" (Custom Sound Library). To the right, there is a large blue hexagonal icon with a white "T" and "S" symbol. Below this, there are three character avatars: a boy in a baseball jacket, a red heart, and another boy in a green jacket. At the bottom, the text "你喜欢他" (You like him) is followed by a speaker icon, and there are two red circular icons with arrows pointing left and right.

Image

- ASD children show an atypical preference for non-social stimuli.(Gale, Catherine M., et al, 2019)[6]
- Children with ASD who have the highest interest in non-social reinforcers are typically children, and later adolescents, with fewer skills. Therefore, these individuals may, in the long-term, be unable to function in society or have any form of independence.(Gale, Catherine M., et al, 2019)[6]
- Consideration should be given to developing procedures that reduce the reinforcing power of some non-social stimuli. [6][7]

Social Stimuli



Non-social Stimuli

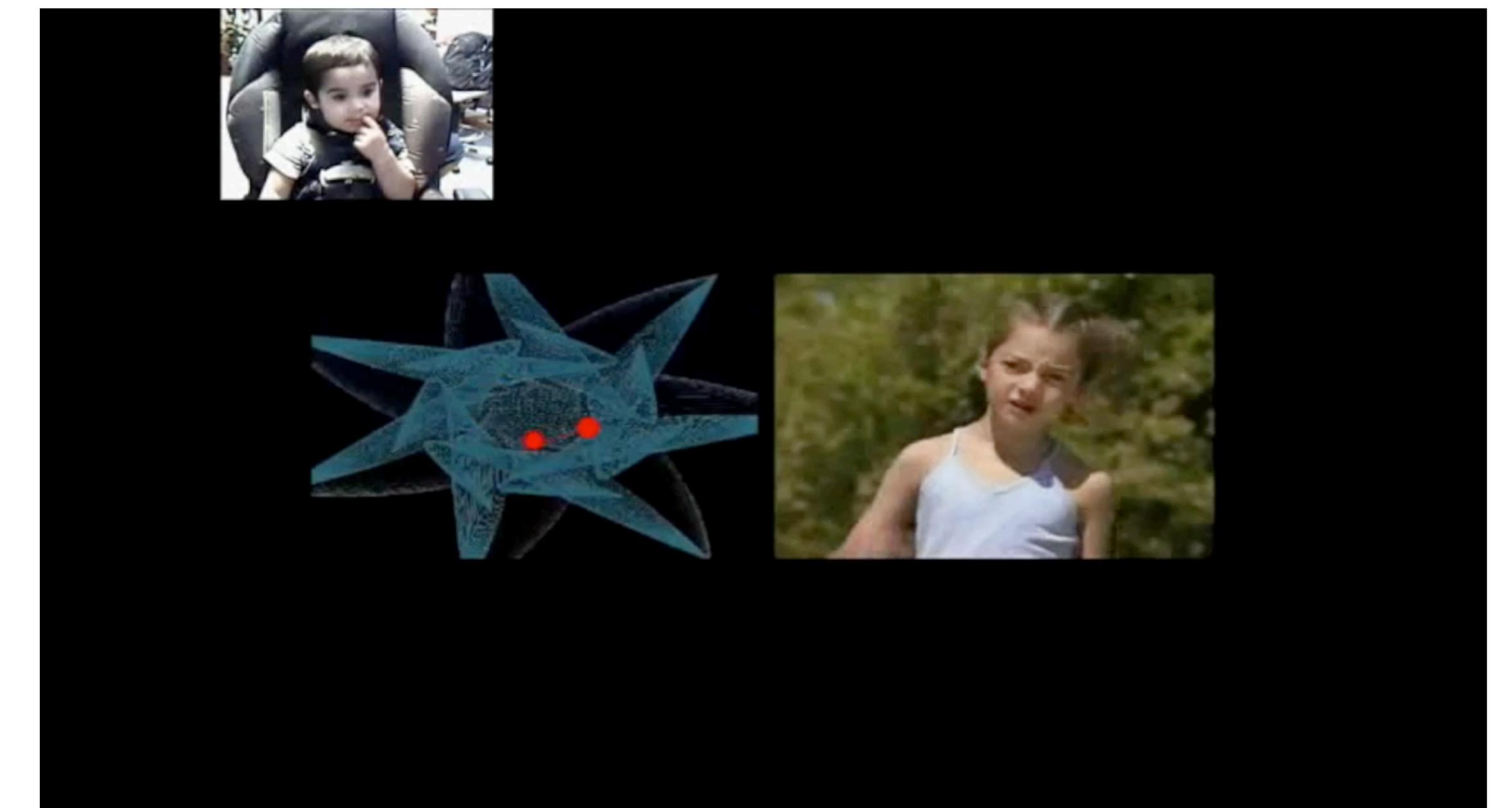
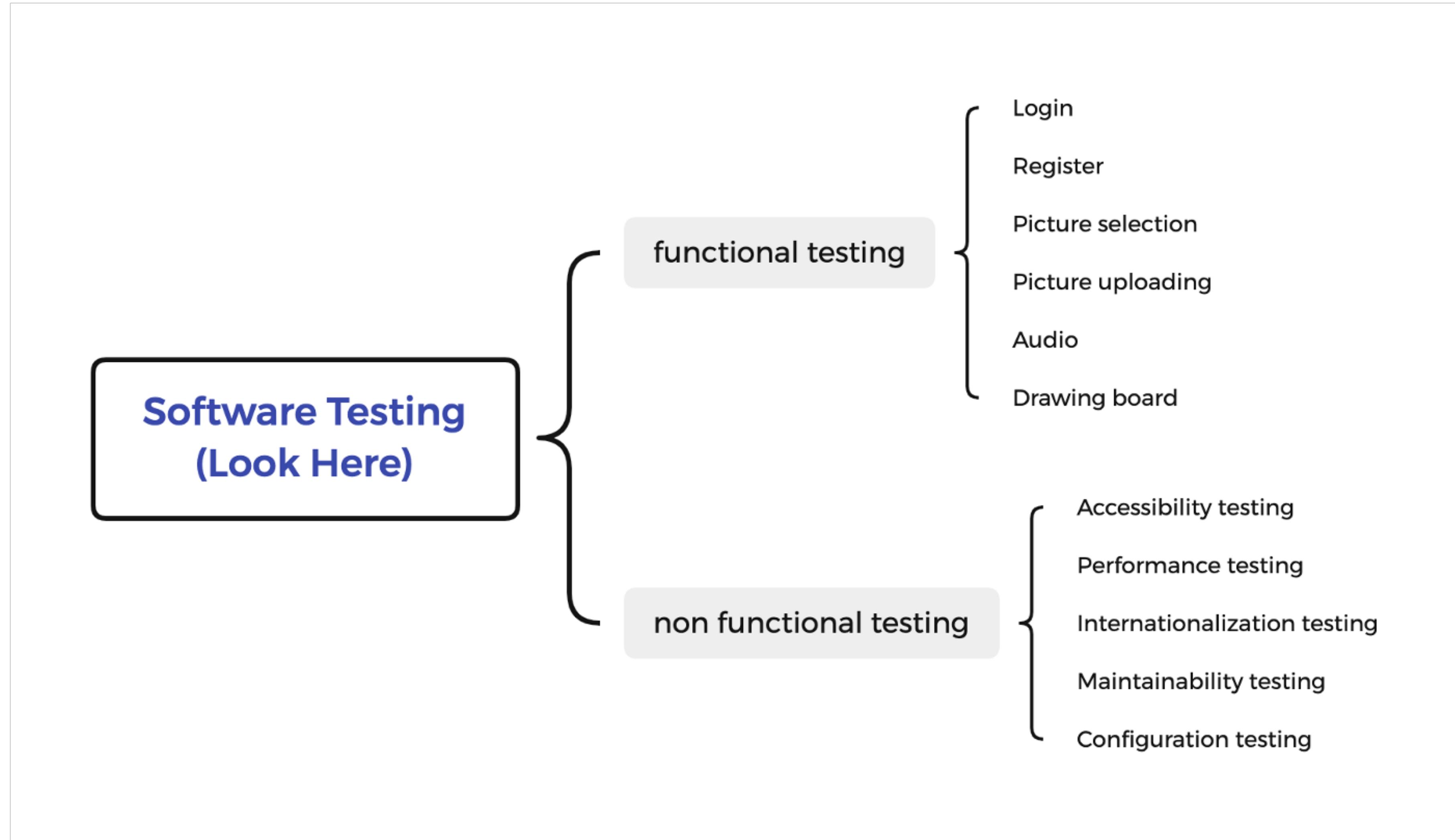


Image Selection



Reflection

Software Testing



Functional Testing

- Login & Register
 - Check whether the “login” and “register” function can connect the frontend with the backend.
- Picture Selection
 - Check whether the three area can select the correct picture and show the clear and entire graph.
- Picture Uploading
 - Check whether user can upload the new pictures.
- Audio
 - Check whether the IFLYLEK API can transfer text to audio smoothly.
- Drawing Board
 - Check whether the drawing board can be written or drew.

Nonfunctional Testing

- Accessibility testing
 - Check how the application can be used with disabilities – ASD
- Performance testing
 - Check the reaction speed and responsiveness of our application under various environments
- Maintainability testing
 - Check our app's ability to update, such as database
- Configuration testing
 - Test an app against various software and hardware variations (different phones)
- Internationalization testing
 - Test if our app can adapt to regional languages and other factors

One More Thing

LookHere (V1.0) Standard Compatibility testing report

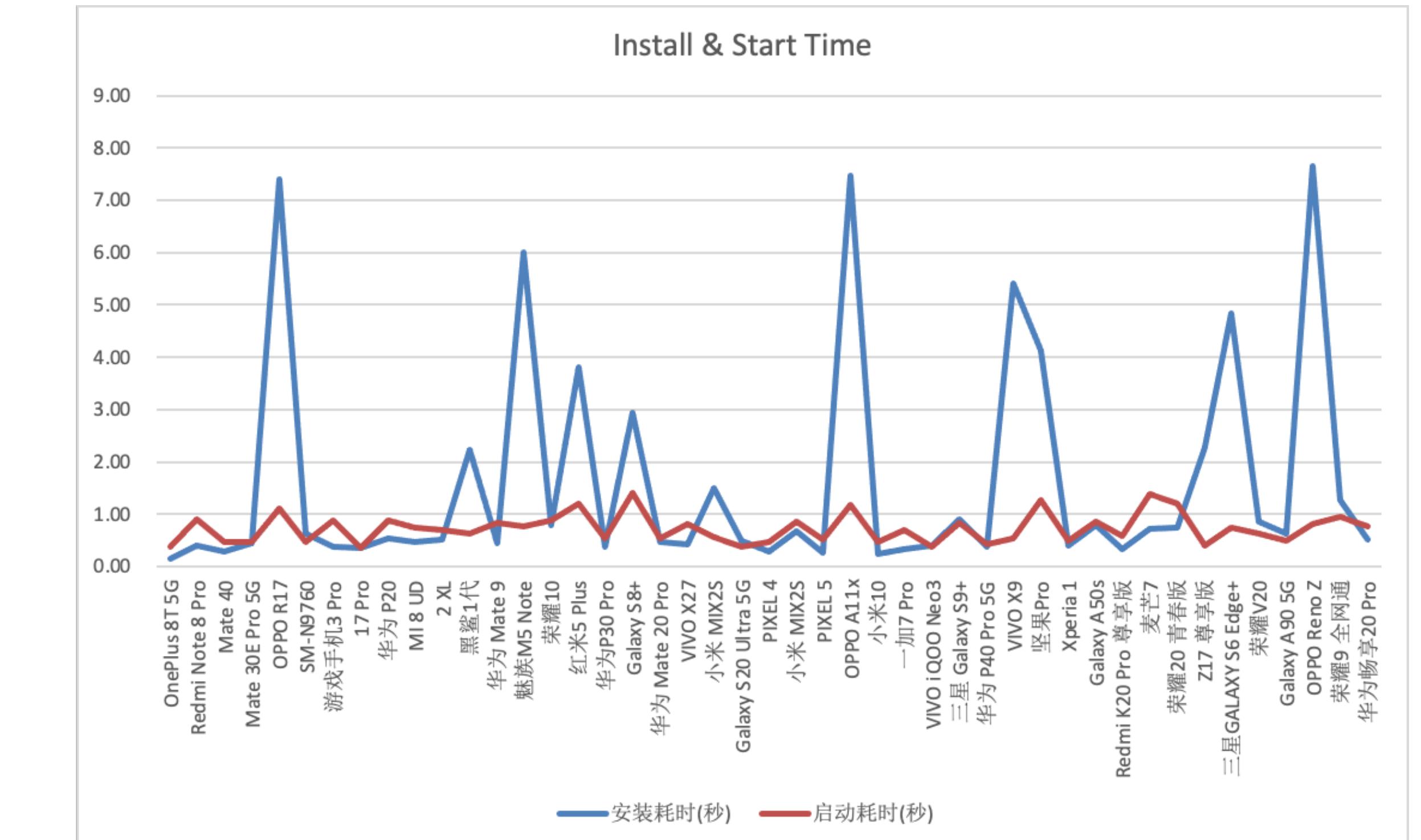
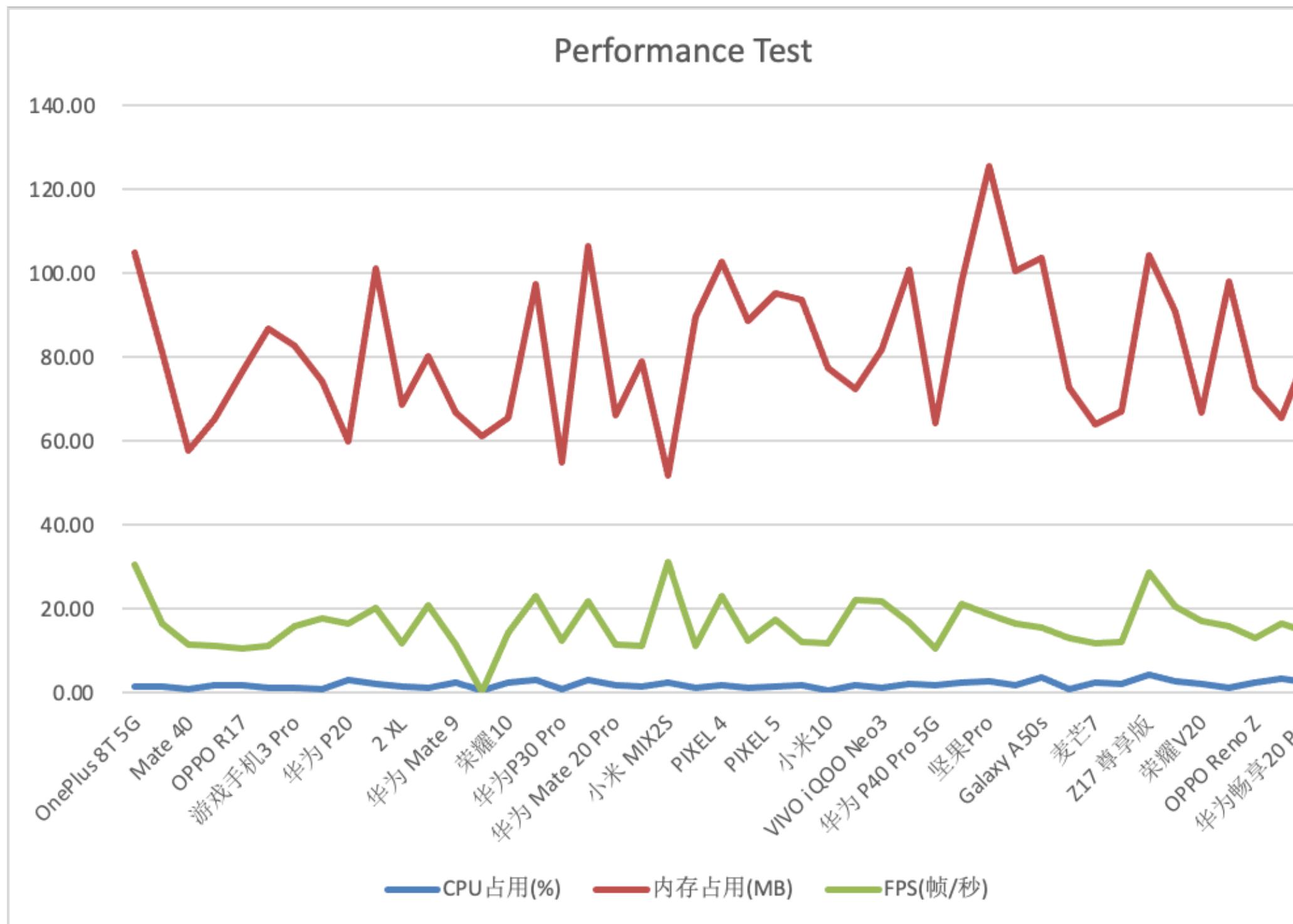
Testing tool: Tencent - WeTest

LookHere(1.0)标准兼容测试(Android)报告								
	App名称:	LookHere	测试类型:	标准兼容测试 (Android)	测试设备数量:	48	开始时间:	2021-12-12 16:23:27
	版本号:	1.0	脚本名称:	/	设备通过率:	97.92%	结束时间:	2021-12-12 16:35:20
测试结果								
设备通过率 97.92%	本轮测试，提测设备共计 48 部，完成 48 部 (未测试 0 部)，问题机型共计 1 部，通过率 97.92%							
	共发现问题总数 1 个							
适配分布	测试设备数量	测试结果百分比		发现问题类型	问题数量	测试结果百分比		
通过	47	97.92%		App启动失败	1	100.00%		
未通过	1	2.08%						
未测试	0	0.00%						
问题列表								
问题类别	问题描述				涵盖设备		操作	
App启动失败	com.lookhere.app error:Error: Activity class {com.lookhere.app/com.lookhere.app.MainActivity} do				1台 OPPO A37m/A37m		121200317305/problem/111?errorid=194	

- In the report, we can also check the compatible. failed device distribution and performance report

Performance Report

LookHere (V1.0)



Limitation & Future Work

- Limitation
 - User can only choose three pictures so that their expression may not accurate.
- Future Work
 - Improve the functionality of the “Picture Selection”
 - Implement the “ASD Detection” by reading data from the backend database
 - Observe the social dependence of ASD children after using our application
 - Observe the times the ASD children do not concentrate on the main tasks and analyze the possible factors.

References

- [1] Belin, Laurine, et al. "Simple shapes elicit different emotional responses in children with autism spectrum disorder and neurotypical children and adults." *Frontiers in psychology* 8 (2017): 91.
- [2] Mazefsky, C. A., and White, S. W. (2014). Emotion regulation: concepts and practice in autism spectrum disorder. *Child Adolsec. Psychiatr. Clin. N. Am.* 23, 15–24. doi: 10.1016/j.chc.2013.07.002
- [3] Pavlov, Nikolay. "User interface for people with autism spectrum disorders." *Journal of Software Engineering and Applications* 2014 (2014).
- [4] Grandgeorge, Marine, and Nobuo Masataka. "Atypical color preference in children with autism spectrum disorder." *Frontiers in psychology* 7 (2016): 1976.
- [5] Gilbertson, Lynn, Robert A. Lutfi, and Susan Ellis Weismier. "Auditory preference of children with autism spectrum disorders." *Cognitive processing* 18.2 (2017): 205.
- [6] Gale, Catherine M., Svein Eikeseth, and Lars Klintwall. "Children with autism show atypical preference for non-social stimuli." *Scientific reports* 9.1 (2019): 1-10.
- [7] Pierce, Karen, et al. "Eye tracking reveals abnormal visual preference for geometric images as an early biomarker of an autism spectrum disorder subtype associated with increased symptom severity." *Biological psychiatry* 79.8 (2016): 657-666.

References

- [8] Daouadji Amina, Kinane, and Bendella Fatima. "MEDIUS: A serious game for autistic children based on decision system." *Simulation & Gaming* 49.4 (2018): 423-440.
- [9] Blanchard, Ashley, et al. "Risk of self-harm in children and adults with autism spectrum disorder: a systematic review and meta-analysis." *JAMA network open* 4.10 (2021): e2130272-e2130272.
- [10] Atherton, Gray, and Liam Cross. "The Use of Analog and Digital Games for Autism Interventions." *Frontiers in Psychology* (2021): 3049.
- [11] MacMullin, Jennifer A., Yona Lunsky, and Jonathan A. Weiss. "Plugged in: Electronics use in youth and young adults with autism spectrum disorder." *Autism* 20.1 (2016): 45-54.
- [12] Purnama, Yudy, et al. "Educational Software as Assistive Technologies for Children with Autism Spectrum Disorder." *Procedia Computer Science* 179 (2021): 6-16.
- [13] Dong, Han-Yu, et al. "Correlation Between Screen Time and Autistic Symptoms as Well as Development Quotients in Children With Autism Spectrum Disorder." *Frontiers in Psychiatry* 12 (2021): 140.
- [14] Fuentes, Christina T., Stewart H. Mostofsky, and Amy J. Bastian. "Children with autism show specific handwriting impairments." *Neurology* 73.19 (2009): 1532-1537.

Thanks for Listening