STORIES

ADVANCED USER INTERFACES A.Y. 2023/2024





CABAI ELEONORA

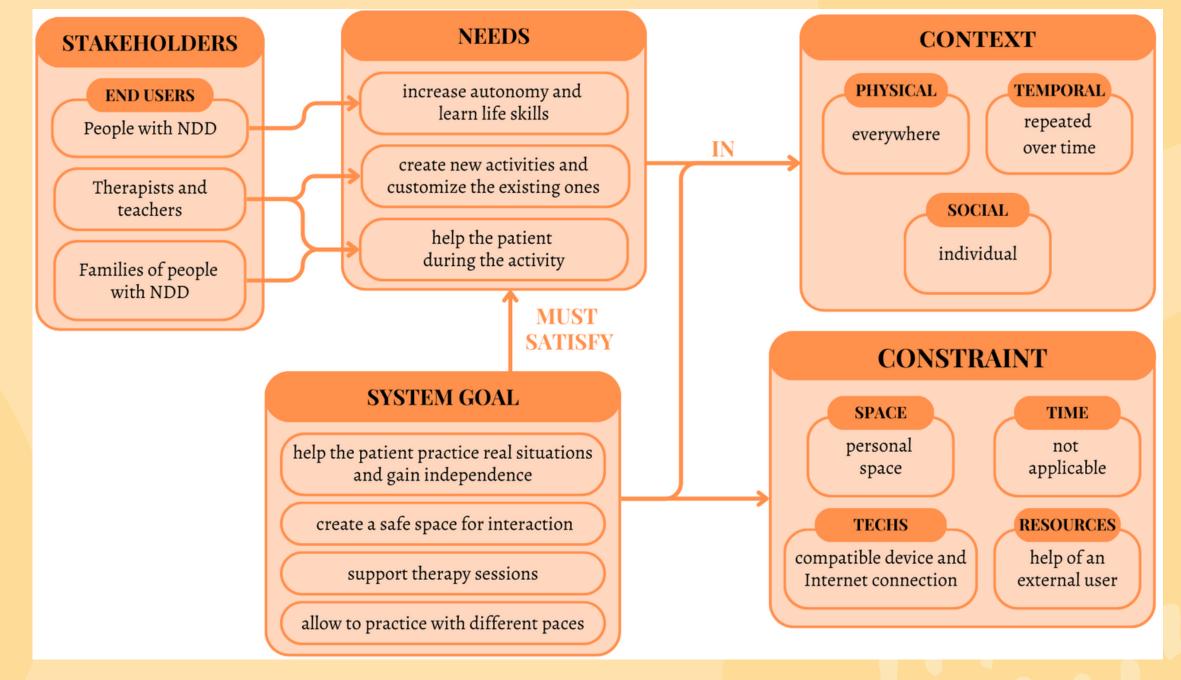


MELLATDOUST PARINAZ



PANTOFARU A.
MONICA

UNG MODEL



STAKEHOLDERS

- PEOPLE WITH NDD (PRIMARY USERS)
- THERAPISTS AND TEACHERS (SECONDARY USERS)
- FAMILY OF PEOPLE WITH NDD (SECONDARY USERS)



USERS' NEEDS

PRIMARY USERS:

PARTICIPATE TO MULTI-SENSORY INTERACTIVE ACTIVITIES IN ORDER TO GAIN AUTONOMY AND LEARN LIFE SKILLS

SECONDARY USERS:

TEACHERS AND THERAPISTS: RECEIVE SUPPORT FOR THE CUSTOMIZATION OF ACTIVITIES AND FOR THE CREATION OF NEW ACTIVITIES THAT STIMULATE THE PATIENT IN MANY WAYS PARENTS: HELP THE PATIENT DURING THE ACTIVITY

CONTEXT

PHYSICAL	THE SYSTEM IS SUPPOSED TO BE USED EVERYWHERE, ESPECIALLY IN A SAFE AND COMFORTABLE PLACE FOR THE USER
SOCIAL	THE INTERACTION BETWEEN THE USER AND THE APPLICATION IS MAINLY INDIVIDUAL, BUT SOMETIMES MIGHT NEED AN EXTERNAL USER FOR SUPPORT
TEMPORAL	THE SYSTEM IS SUPPOSED TO BE USED REPEATEDLY OVER TIME, TO INCREMENT THE POSSIBILITIES OF SUCCESS

SYSTEM GOALS

INDEPENDENCE

HELP PEOPLE WITH NDD PRACTICE FOR SOCIAL SITUATIONS AND DAILY ACTIVITIES

SUPPORT

HELP THERAPISTS IN CREATING NEW ACTIVITIES FOR THEIR PATIENTS

SAFE SPACE

CREATE A SAFE AND COMFORTABLE SPACE FOR REPEATED INTERACTION

CONTROL

GIVE USERS THE POSSIBILITY TO PRACTICE WITH THEIR OWN PACE

CONSTRAINTS

TIME

THE USE TIME DEPENDS ON THE USER'S WILL AND AVAILABLE TIME

ADAPTABILITY

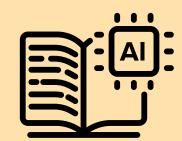
CONTENT MUST BE GENERALIZED TO ALLOW AN EASY PERSONALIZATION BY THERAPISTS

OUR SOLUTION

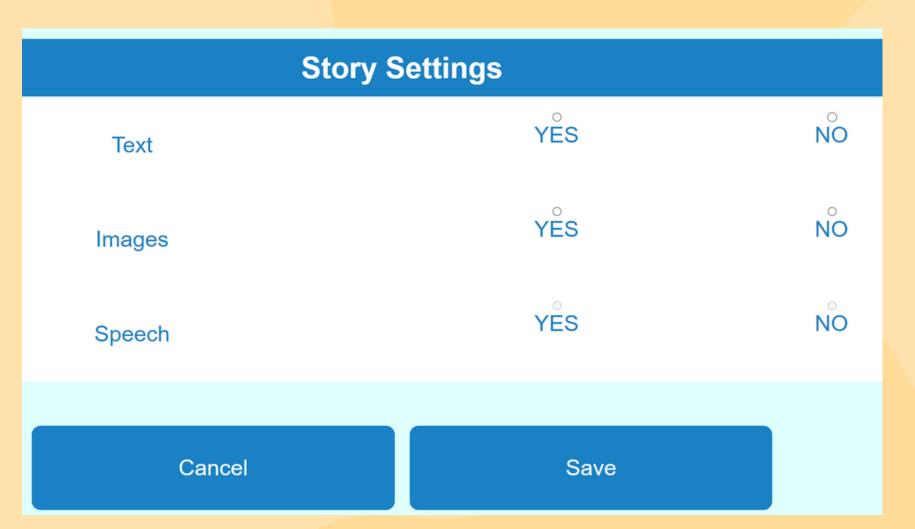
RUNTIME GENERATED STORIES WITH THE POSSIBILITY TO REPEAT THEM WITH DIFFERENT DESCRIPTIONS AND SETTINGS (TEXT / IMAGES / SPEECH)



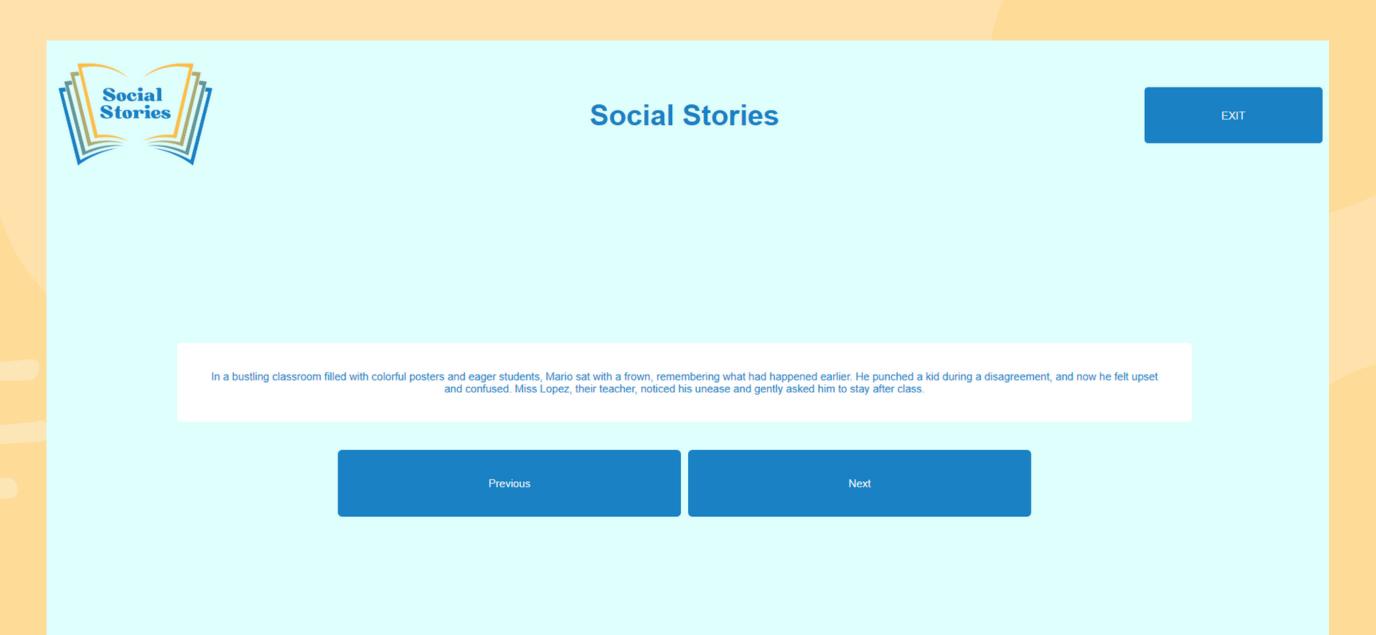
STORIES:



IMAGES: DALL-E



OFFLINE VERSION



ONLINE VERSION



Social Stories



Marco loves to play music, it is his favorite part of the day. He usually plays with his friends. One day, they were making a band and each had different musical instruments.

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INDEPENDECE

THE INDIVIDUAL PRACTICES THROUGH A PERSONAL DEVICE

ENGAGEMENT

STORIES ARE TAILORED TO EACH INDIVIDUAL'S INTERESTS AND NEEDS, IN ORDER TO INCREASE ENGAGEMENT

INNOVATION

CONTENT IS INSPIRED TO CLASSIC SOCIAL STORIES BUT IS CREATED FOR THE INDIVIDUAL AND MEETS HIS/HER NEEDS

FUTURE WORK

TEXT-TO-SPEECH

WHICH WILL IMPLEMENT THE STORYTELLING EXPERIENCE BUT IS NOT FULLY AVAILABLE NOW

DYNAMIC CONTENT

THROUGH THE POSSIBILITY TO INTERACT WITH CHARACTERS AND SCENARIOS

OFFLINE IMAGES

GIVE THE POSSIBILITY TO SEE IMAGES ALSO IN THE OFFLINE VERSION OF THE APPLICATION

CONTROL

OF THE GAME DEVELOPMENT THROUGH CHOICES AND TEXTUAL RESPONSES