

Objective





Communicative



Behavioral



Educational



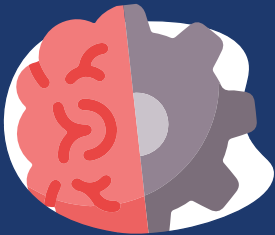
Emotional



Social



Autonomy



Cognitive



Sensory



Creative



Motoric



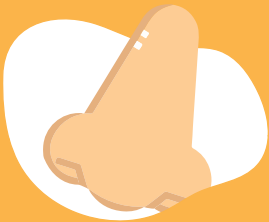
Relaxing



Joker

Sense





Smell



Taste



Touch



Hearing



Sight



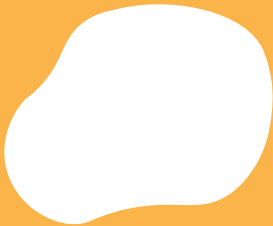
Proprioception



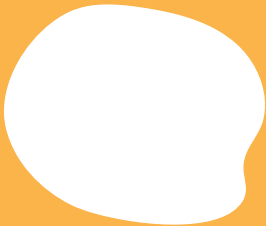
Balance



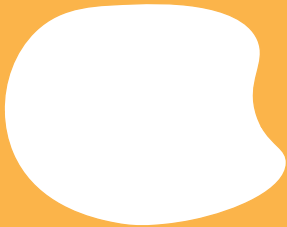
Test



Test



Test



Test



Joker

Stimulus





Front projection



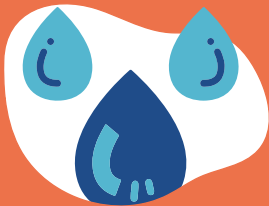
Floor projection



Colored light



Air



Misted water



Smoke



Soap bubbles



Fragrance



Sound



Room temp.



Optical fibers



Joker

Interaction





Keyboard



Magic wand



Tablet



Accessible
device



Badge cards



Voice



Body
movement



Floor touch



Wall touch



Emotiional or
cognitive state



Button



Joker

Context





Sea



Mountain



Forest



Desert



Public
transportation



Public space



Home



School



Doctor's office



Park



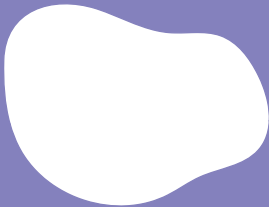
Workplace



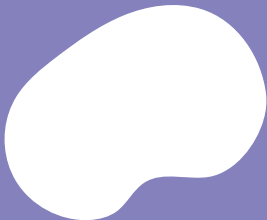
Joker

Object





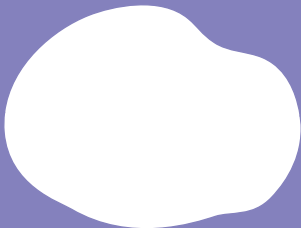
Test
Scrittura



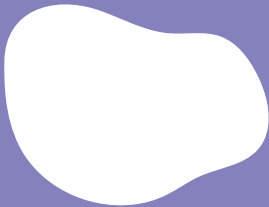
**Test
Scrittura**



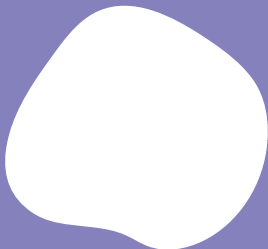
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Scrittura**



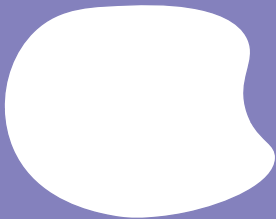
Test
Scrittura



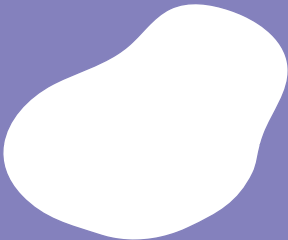
Test
Scrittura



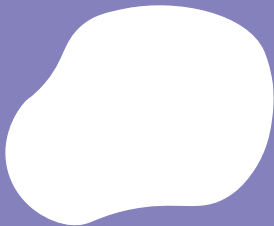
Test
Scrittura



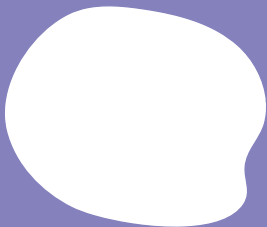
Test
Scrittura



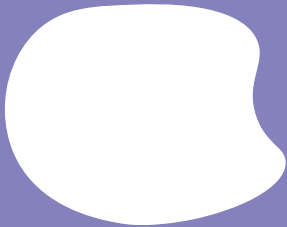
Test
Scrittura



**Test
Scrittura**



Test
Scrittura



Utente
Jolly



Joker

Twist



A user freezes and
refuses to
participate.

Introduce a more
engaging stimulus.

A user isolates themselves from the group. Adapt the activity to encourage gradual and safe interactions.

A user is disturbed
by a sound.
Choose a softer
auditory stimulus.

A user moves
continuously and
in a disorganized
way. Add a guided
physical stimulus.

A user covers their ears. Reduce environmental sounds and add a tactile stimulus.

A user communicates only through gestures. Modify the activity to include non-verbal channels.

A user repeatedly
counts elements.
Simplify the scene
and guide the
interaction.

A user only looks
at one corner of
the room.

Reposition or
replace the visual
stimulus.

A user throws an object. Propose a stimulus that channels energy safely.

A user remains still
and does not
interact. Introduce
a gradual and
motivating
stimulus.

A user laughs
continuously and
does not respond.

Change the
activity to improve
focus.

A user has
difficulty
understanding the
language. Use
visual stimuli and
universal symbols.

A user is
frightened by a
sudden light.
Replace it with a
gentler stimulus.

A user refuses to collaborate. Offer an individual activity that encourages participation.

A user speaks
loudly and
interrupts.

Introduce a
stimulus to regain
their attention.

A user refuses physical or social contact. Adapt the activity to keep them engaged.

A user is easily
distracted. Change
the pace or
stimulus to regain
focus.

A user lies down and refuses to get up. Propose an accessible variant from that position.

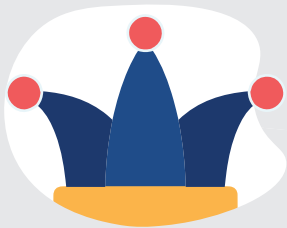
A user shows fear
reactions.
Immediately
change the
activating stimulus.

A user does not respond to visual stimuli. Strengthen the auditory or tactile channel.

A user has
difficulty moving.
Replace the
activity with one
that requires less
movement.

A user struggles to handle simultaneous stimuli. Reduce the sensory load in the room.

A user enters with
unknown
communication
methods. Adapt
the system to
ensure
accessibility.



Joker