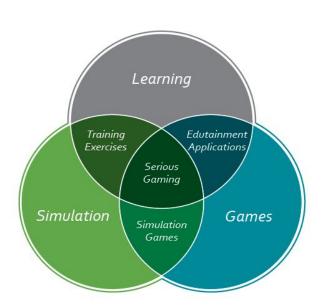
Free Skies

Team Members: Gavin Smith, Alanah Cottingham, Jiaqi Yang Faculty Sponsor: Dr. Lucas Stephane

Background

- What is autism?
- How can Computer Sciences take part in the treatment of autism?
- What is our application?

Purpose





Clients and Their needs

- Dr. Dana Gadaire
- The Scott Center for Autism Treatment

Features - Patient

- **Keeping Patients Engaged** Based on the treatment needed by the autistic patient the levels will include a friendly character to help guide the patients through tasks and familiar and comforting environments.
- Positive Reinforcement A consistent character will appear to provide encouragement for the patients. For example, if a patient is struggling with a situation the character can say "You can do it keep trying." This way the patient does not become discouraged.
- **Treatment Plan Access** The patient will be able to access the treatment plan their staff member assigned to them in a gamified form.

Features - Therapist

Filtering would important for Staff so it is equally important that they have options

- Individual Profile
- Comparing Profile Filtering: How is Gavin doing compared to Alanah
- Progress Filtering
- Feedback from the patient: How much they are enjoying the process
- Lowest Mean test scores for different categorizes: Why is everyone scoring low in facial recognition dealing with sadness is it too hard
- Highest mean test scores: Is this measurement method too easy

Technical Challenges

- Limited experience in game engine
- Database management
- Difficulty with user-driven system

Goal and Motivation

- The goal is to create an application to assist the therapist (our client) on providing an easy, entertaining, and efficient method to aid autistic kids in facial expression recognition.
- Our motivation is to assist with the progression of autistic treatment by using a gaming platform.

Contact

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Question?

Thank You