

**FIT4005/FIT5125/FIT5143
Research Methods in IT**

Week 3 Assessment – Literature Reviews

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Write your answer below:

	Paper	Justification
1	Kientz, J. A., Goodwin, M. S., Hayes, G. R., & Abowd, G. D. (2013). Interactive technologies for autism. <i>Synthesis Lectures on Assistive, Rehabilitative, and Health-Preserving Technologies</i> , 2(2), 1-177.	<ol style="list-style-type: none"> 1. This paper has been cited by 120 times. 2. The paper was published on Synthesis Lectures on Assistive. 3. In the paper, it has analysed and listed the history and previous successful interactive methods for individuals with autism, which is really helpful to find a practical way to work with individuals with autism. 4. The first author Kientz is from University of Washington, who mainly researches HCI. And the second author from Northeastern University focuses more on individuals with autism recently. 5. Because of the most citation amount, a variety of successful interactive methods and authors with relevant background, it is likely to be the most relevant one.
2	Zakari H.M., Ma M., Simmons D. (2014) A Review of Serious Games for Children with Autism Spectrum Disorders (ASD). In: Ma M., Oliveira M.F., Baalsrud Hauge J. (eds) <i>Serious Games Development and Applications</i> . SGDA 2014. Lecture Notes in Computer Science, vol 8778. Springer, Cham. https://doi.org/10.1007/978-3-319-11623-5_9	<ol style="list-style-type: none"> 1. This paper has been cited by 73 times. 2. The paper was published on Lecture Notes in Computer Science. Which is a platform for the publication of new developments in IT research, with MedSci real time Journal Index at 4.64. 3. In the paper, different kinds of serious games were discussed in four aspects and found out that children with ASD can learn to express their emotions and communicate more often with others by playing serious games. 4. The first author is from The Glasgow School of Art, second author is from Staffordshire University and third is from University of Glasgow with 1090 citations so far. Moreover, three authors have published 2 papers together.

		<p>5. Because the method in the paper has been proved to be effective for children with ASD, great authors and quite a few citations. It can be ranked second.</p>
3	<p>Ng, Y. K., & Pera, M. S. (2018, September). Recommending social-interactive games for adults with autism spectrum disorders (ASD). In <i>Proceedings of the 12th ACM Conference on Recommender Systems</i> (pp. 209-213).</p>	<ol style="list-style-type: none"> 1. This paper has been cited by 6 times. 2. The paper was published on 2018 RecSys conference: Proceedings of the 12th ACM Conference on Recommender Systems 3. The paper introduced a method that helps individuals with ASD to enhance their social interaction skills with peers when playing recommended games by using computer visualization and graphics techniques to monitor them. And the used method is partly similar to the one in the referenced paper. 4. Two authors are both from Brigham Young University and they are each other's most frequent co-Author. 5. Although the paper got least citation among others, it provides a great method to improve the communication skills of individuals with ASD. So, it is ranked 3rd.
4	<p>Broome, K., McCabe, P., Docking, K., & Doble, M. (2017). A systematic review of speech assessments for children with autism spectrum disorder: Recommendations for best practice. <i>American Journal of Speech-Language Pathology</i>, 26(3), 1011-1029.</p>	<ol style="list-style-type: none"> 1. This paper has been cited by 17 times. 2. The paper was published on American Journal of Speech-Language Pathology. 3. In the paper, clinical and research guidelines are provided by analysing the speech of children with ASD in previous studies. 4. Four authors are all from The University of Sydney. 5. Although the paper does not provide a practical method, the guidelines it came out could provide contributions in the subsequent development of the method to work with participants with ASD better. As it has provided a solid foundation for future research, it is placed in the 4th.
5	<p>Harrold, N., Tan, C. T., & Rosser, D. (2012, November). Towards an expression recognition game to assist the emotional development of children with autism spectrum disorders. In <i>Proceedings of the Workshop at SIGGRAPH Asia</i> (pp. 33-37).</p>	<ol style="list-style-type: none"> 1. This paper has been cited by 22 times. 2. The paper was published at the 2012 WASA conference: Proceedings of the Workshop at SIGGRAPH Asia. Which is an international conference on algorithms, systems, and applications of wireless networks. 3. The purpose of the paper is to produce an expression recognition game. And aim to improve children's understanding of emotion by playing it. 4. Three authors are all from University of Technology Sydney and have cooperated for 6 times. 5. The paper only focuses on developing participants' understandings of emotion and does not directly help working with individuals with autism. However, the paper was published

		on a quite important conference and got some citations, so it is placed in the 5th.
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