Parameters that may identify ASD	Task description	Deficit/ Disruption	Theoretical extraction of parameters from LM	Appropriate game/task
velocity/acceleration/speed	Responsiveness task	Psychomotor	hand.palmVelocity() hand.isValid()	Amount of taps/gesture in a certain time period E.g. Ladybug game - how many ladybugs can you put on a tree in 1 minute
accuracy - timing	Hand eye coordination task Motor timing task	Motor timing Motor coordination	hand.isValid() pointable.TouchDistance()	aim and hit - target E.g. pointing game. Hit and burst flying balloons
Precision & accuracy	Dexterity task	Sensorimotor Psychomotor	bone.direction() pointable.extend() Pointable.frontmost. Pimage = image(xy)	Follow a line E.g. Mole game - help the mole to find its way out of his hole
Remember & recall	Cognitive task	Psychomotor	hand.finger.count() pointable.isExtended() gesture.swipe()	Make the right gesture to a specific task. E.g.. MEMO game
Fine motoric coordination	Motor task	Motor coordination	hand.pinchDistance() LeapMotion.allowGestures("circle") Pshape = shape(xy)	Make an object bigger or smaller Draw a circle in the air. E.g. Drawing game