

## Goal

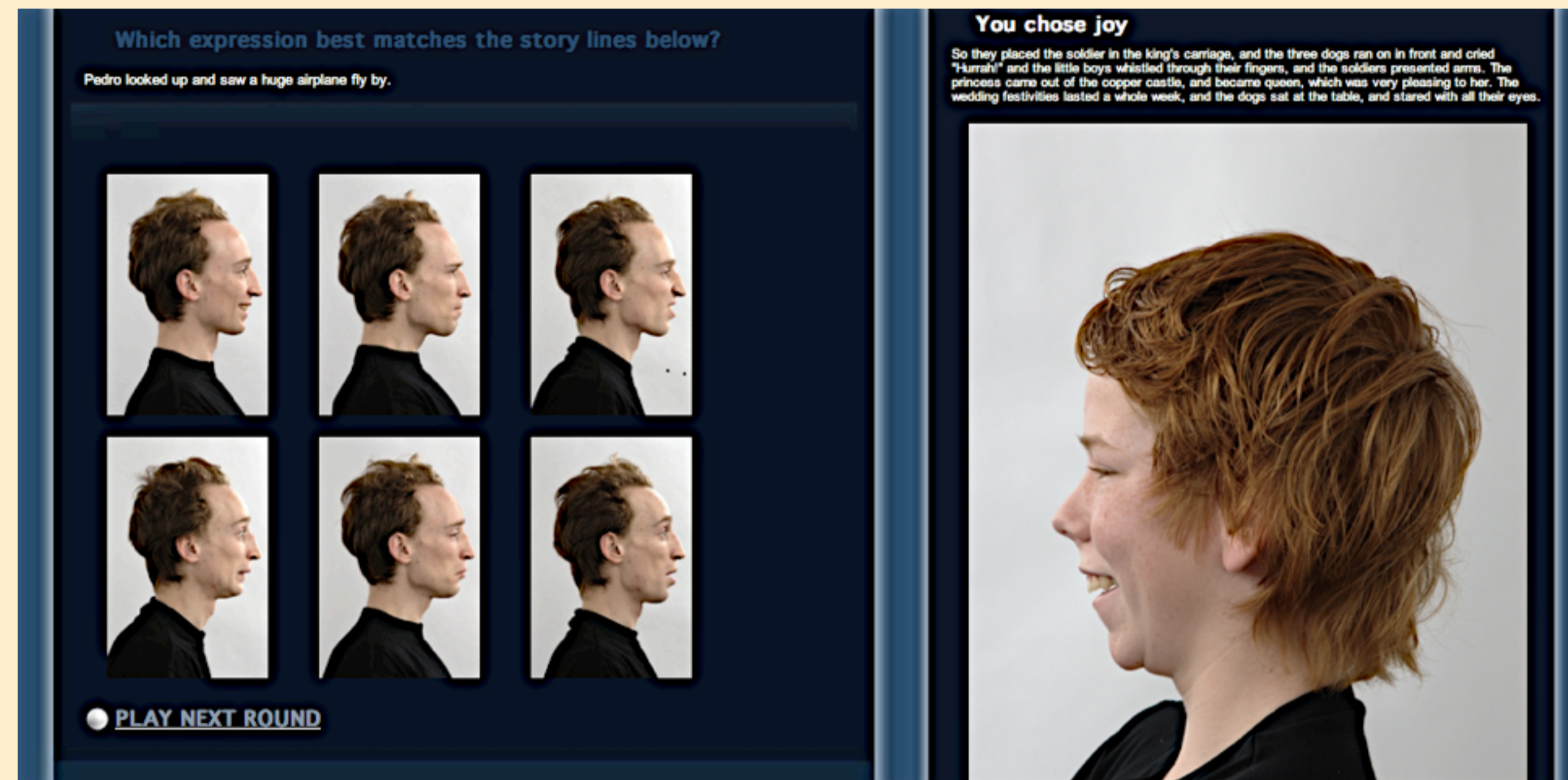
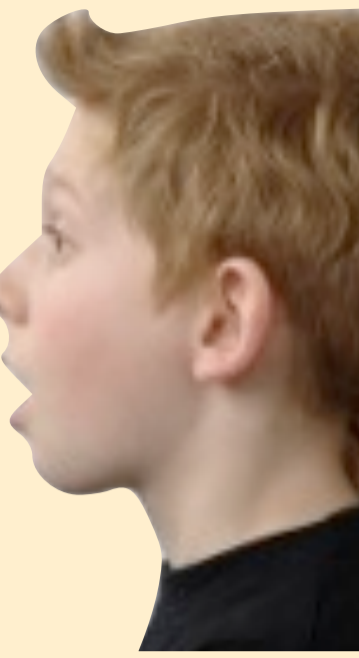
Children with Autism Spectrum Disorders (ASD) do not recognize emotions in context as quickly as children without ASD. The goal of this research is to investigate how to use technology for social skills learning. Consequently, we compare two interaction methods: touch input (on a mobile device) and traditional input (on a laptop or desktop).

## Research Questions

1. What input techniques are engaging for children with ASD?
  - Which are perceived as the most fun?
2. What input techniques are easy for children with ASD?
  - Which are the least intimidating?
3. How do touch screen devices compare to traditional computers?
  - What are the time and accuracy outcomes on touch screens vs. computers?

# Usability Study of an Emotion Recognition Game

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Screenshots of the game.

## Game Design

- 6 emotions
- Story snippets
- HTML + JavaScript
- Radboud Faces Database

## Methodology

- Lab Study Comparing two platforms
- Firefox on a Windows desktop
  - Mobile site on Android Smart phone

Teachers and parents of children diagnosed with Autism Spectrum Disorders gave us feedback in the lab.

## Lab Study Protocol

Action	Time
Welcome and Informed Consent	5 min
Demonstrating the game on the desktop/mobile	5 min
Demonstrating the game on the alternate device	5 min
Free play on the desktop/mobile	5 min
Free play on the alternate device	5 min
Completing questionnaire	10 min
Total	35 min