

Collaborative virtual environment for conducting design sessions with students with autism spectrum conditions

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ABSTRACT

Young students with autism spectrum conditions (ASC) often find it difficult to communicate with others face-to-face. Virtual reality offers a platform in which students can communicate in a safe and predictable environment where face-to-face communication is not necessary. Participatory design with end-users is an important part of developing successful, usable and enjoyable technology. As designers of technology for young students with ASC, we seek to involve these end-users in the design of software. Therefore, we have developed the Island of Ideas: a collaborative virtual environment (CVE) designed to facilitate participatory design activities with students with ASC. In this paper we report an experimental trial of the Island of Ideas CVE as a meeting space in which a researcher talks with students to find out their views on computer game design and their ideas for new game levels.

Full papers will be published in the Conference Proceedings and will be available to delegates at the conference on Sept. 10.

Full papers will be released on-line in the ICDVRAT archive on March 15.