# Virtual reality learning software for individuals with intellectual disabilities: comparison between touchscreen and mouse interactions

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## ABSTRACT

The aim of this article is to analyze the impact of two user interfaces - a tactile interface and a computer mouse - on a virtual environment allowing self-learning tasks as dishwashing by workers with mental deficiencies. We carried out an experiment within the context of a design project named "Apticap". The methods used were an experiment, an identification questionnaire and a post-experimentation interview, with six disabled workers. The results of this study demonstrate the interest of a virtual reality tool associated with a tactile interface for learning of real tasks by workers with mental deficiencies.