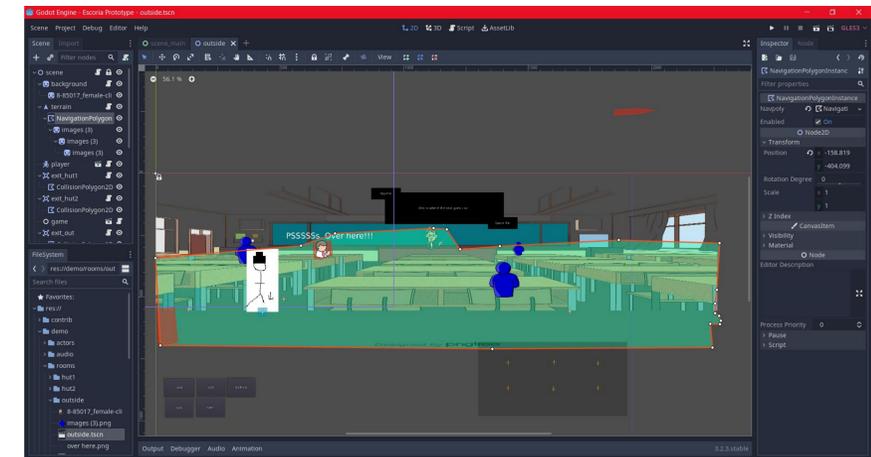


Introduction

Social skills are a hard thing for a lot of people to learn. It is especially hard for people with autism to learn how to adapt and react to all types of social situations. This has been true even more now while we are in a pandemic. Getting people with autism to learn how to adapt to social situations is becoming increasingly hard as you can not really get them out to practice how to interact with people as Covid is a major threat right now. The purpose of this project is to help give people with autism in the age of 6 to 12 another resource to help them adapt and respond to social situations in a positive way. Through the game the people will encounter many everyday encounters that we go through and help them choose the right things to say and do in these situations.

Methods

The project is centered around using an open-source game engine called Godot (<https://godotengine.org/>). This allows us to create a 2D click and point game that can give students an idea of social situations while at home. This game is comprised of multiple scenes that will give hints to help get the right answer and to pass to the next level. The game uses python-like scripting to help with some aspects of the game.



Results

This project is still a work in progress. The basic elements of the game such as environment and game interaction have been developed. After the game is completed, we plan to test it on a few of our friends who are in Special Education major to see if the game scenarios is sufficient. We also plan to include some families who have children with autism to test and evaluate the game.

Conclusions

The goal of this project is to help people with autism learn how to handle social situations in their younger years to help give them a better chance at succeeding in life and making friends. We believe this game will give people the tools that they need to help take that first step.

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