‘A SUNNY DAY’ is an iPad application with as main purpose to support the therapeutic treatment of children with autism by providing simple and structured tasks while awarding them with praise. Every task takes into consideration the emotional, social and sensory disabilities that children with autism struggle with in their daily life. The game contains several new teaching methods to remedy and support the children. Before the development and the release of the game, the developers investigated the core elements in the designing of the game in different phases. They’ve set up a large study to collect all of the relevant information about autism as a whole, by interviewing several hospitals, clinics and other institutions related to the treatment of autism. The purpose of this investigation was to understand the basis for the game design and to establish a clear view about the goals of the game. In a second phase the current therapies and practices for the remedy and treatment of autism was observed. These practices contained a large scale of methods en training strategies to help children improve various skills.

CONCLUSION

This investigation allowed the developers to form their own treatment techniques while incorporating other existing techniques. In a final phase information from parents, teachers and children was conducted to discover effective ways to incorporate the training methods into the electronic application.

REFERENCES