

How Individuals with Autism Spectrum Disorder Describe Their Experiences with Virtual Reality, Video Gaming, Robotics, and Physical Challenge

What are the goals of this research study?

The purpose of this study is to learn more about how individuals with ASD experience virtual reality, video gaming, robotics, and physical challenges. We can then use this information to design the most effective interventions using these platforms.

Who can be a part of this study?

We are looking for individuals with ASD over the age of 10 who are able to complete an online short-answer questionnaire without assistance. Additionally, individuals must utilize virtual reality, robotics, video gaming, or challenging physical interventions as part of their current treatment protocol.

What will participants be asked to do?

Participants will complete a 5-item short answer questionnaire asking for narrative descriptions of their experiences. Each participant will complete one questionnaire corresponding to the intervention they use with the highest frequency as part of their current care plan. There are no time limits, right or wrong answers, or length requirements for the answers. The expected time to complete the questionnaire is 30-60 minutes. All activities will take place virtually and there will be no requirements for in-person visits.

Why join?

With the information gathered from this study, we hope to optimize a therapeutic system that combines virtual reality, video gaming, AI-programmed robotics, and physically challenging activity to effectively mitigate the motor, behavioral, and cognitive impairments associated with ASD. Thank you so much for your help!

