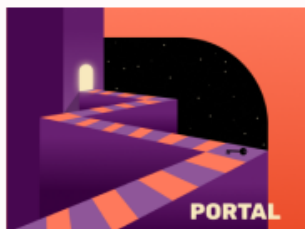


SEN-ASD Package



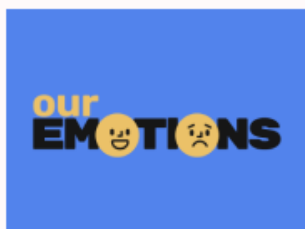
PORTAL

The "Portal" application teaches children to find a common solution, see colleagues and pay attention to what they say or do. The goal is to reach the magical gate leading to the portal. The players take turns drawing the dice and then answer the displayed questions. In order to collectively earn points and move around the board, each player must correctly answer his question. The app helps children develop basic social and communication skills. Its most important goals are the formation of a theory of mind, cooperation and competition.



TOTEM

The "Totem" application encourages children to cooperate and supports their understanding of the alternation of activities. Competitors must create a common totem made of smaller objects that are located, scattered in two groups, on opposite sides of the screen. The contours of individual blocks are a hint about the order in which they are to be laid. The application is designed so that players do not interfere with each other but cooperate to complete the task together.



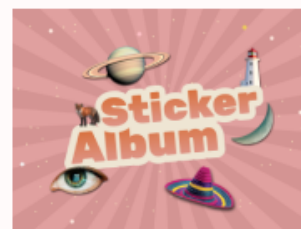
OUR EMOTIONS

The application "Our Emotions" teaches children to recognize emotions, identify the mood in which the person shown in the picture is. Characters with expressive facial expressions are displayed on the board. The child's task is to indicate what emotion is drawn on the face of the figure in the photo. The most important and main goal of the "Our Emotions" application is to shape the theory of mind in children with autism spectrum disorders and to develop the ability to feel and understand empathy.



LUDO

The "Ludo" application is an analogy of the well-known Chinese game. A board with four teams appears on the screen, and the goal of the game is to get all the sprites of one team to the center after each pawn has completed one full circle. The application supports the shaping of alternation in players, each player must wait patiently for his turn in the game, they feel the competition. The teacher may provoke the children to check "I am now", "you now".



STICKER ALBUM

The "Stickers Album" application teaches children non-verbal communication. Pictures with one element missing – but its contours are visible on the board one by one. The child should indicate with his finger which part of the picture is missing from the options displayed at the bottom of the screen; then the teacher marks the indicated answer. The aim of the game is to initiate the pointing finger gesture and follow the caregiver.



VISIONERS

The "Visioners" application requires the user to understand the facial expressions of the photos of the people displayed on the board. The user's task is to indicate which way a person is looking. The character is displayed only after the child enters the board. Click on the appropriate arrow to show which direction the displayed character is looking.