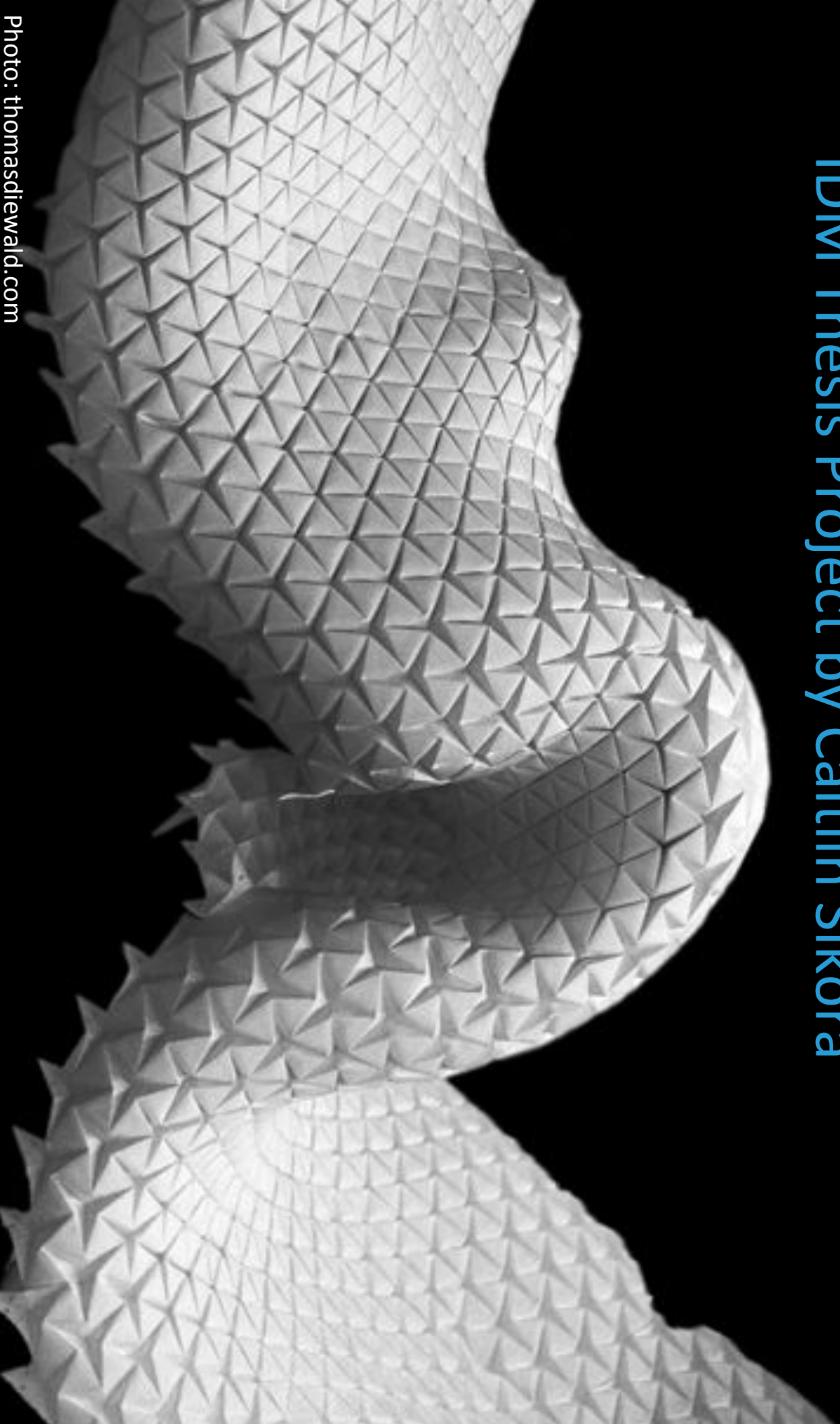
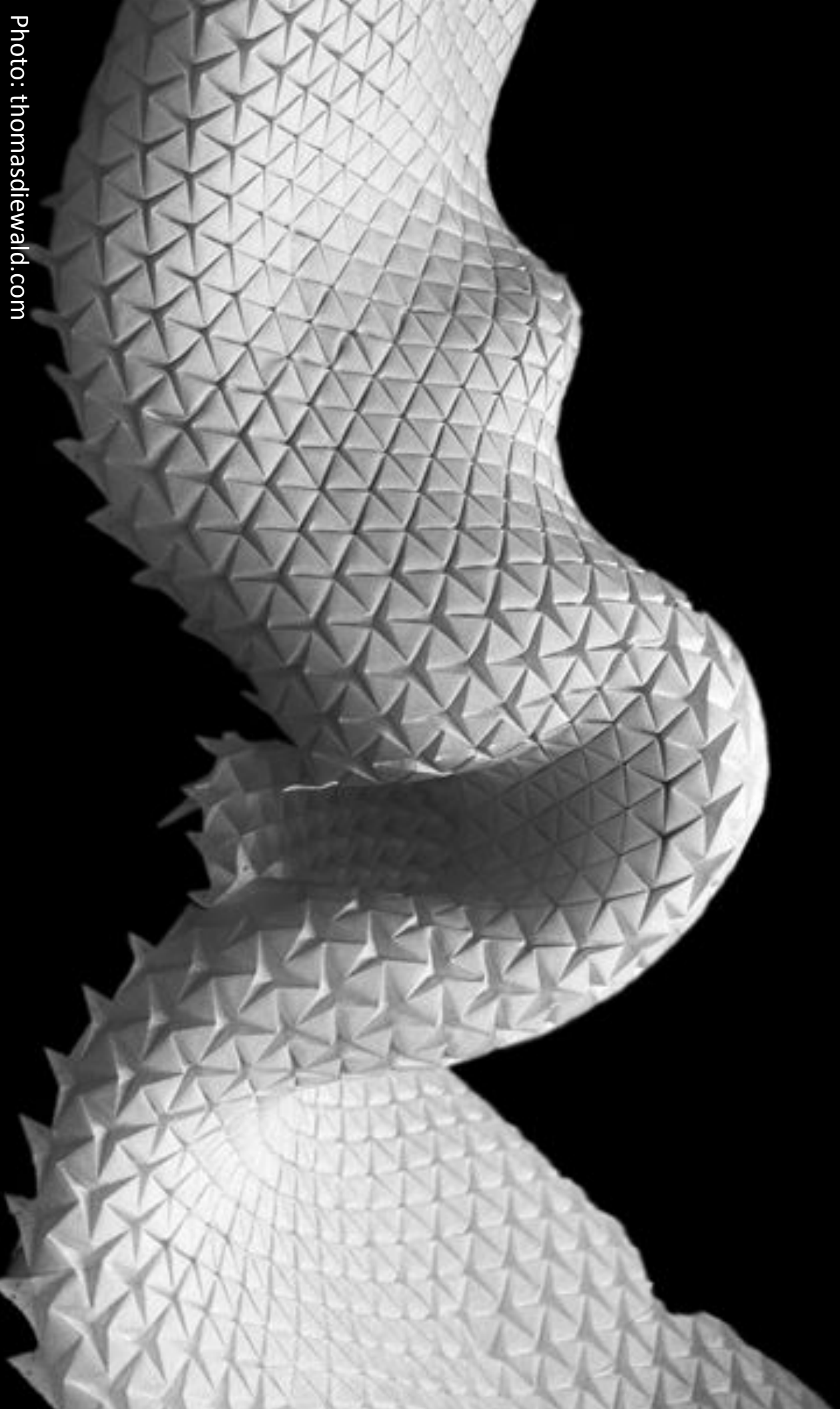


Movement-Based Assistive Tech for ASD

IDM Thesis Project by Caitlin Sikora



How can we design movement-based assistive tech to empower the bodies of individuals with sensory processing issues?



Dual Research Categories

Ideals of Ability &
Assistance

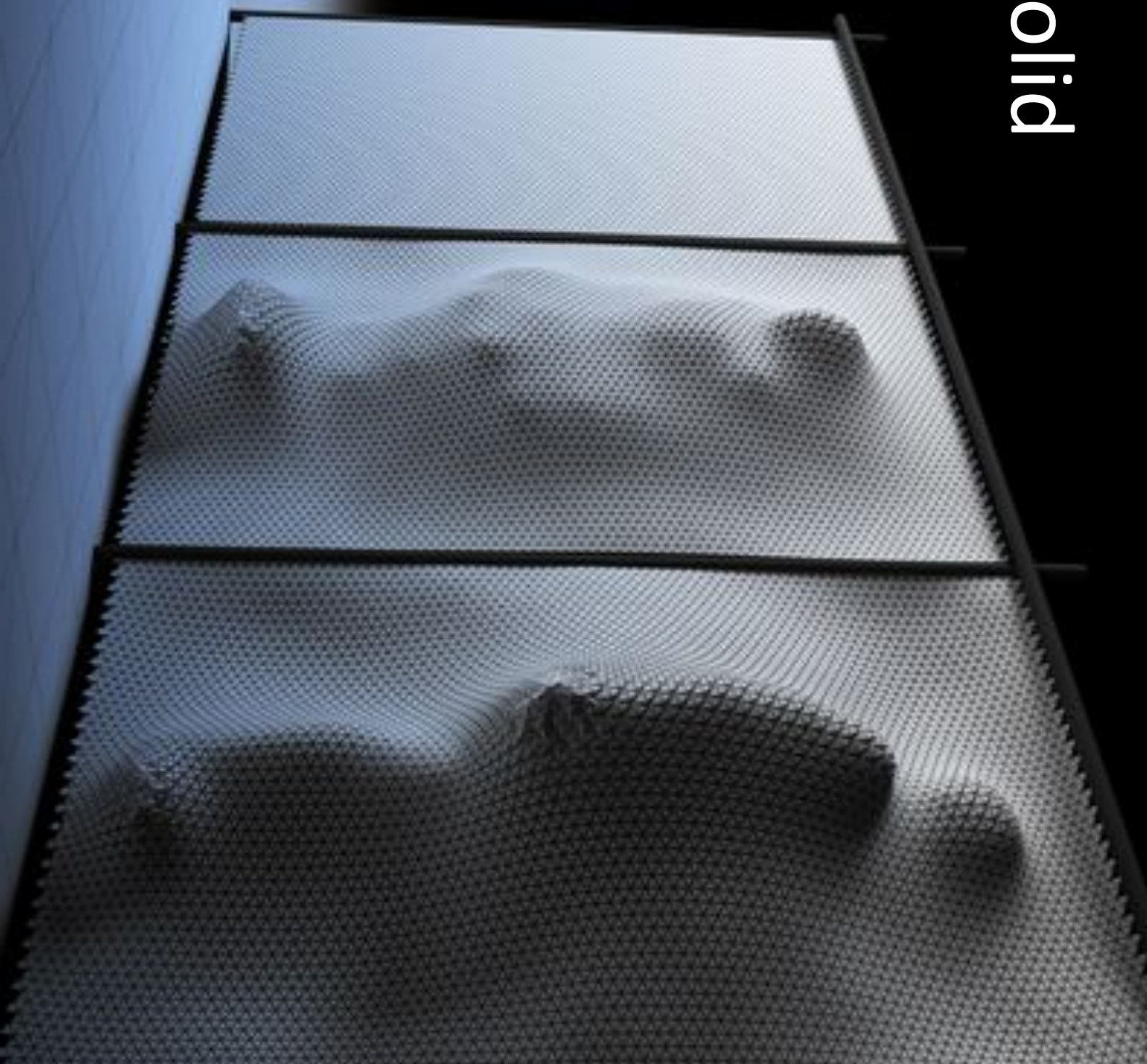


Autism Spectrum
Disorders

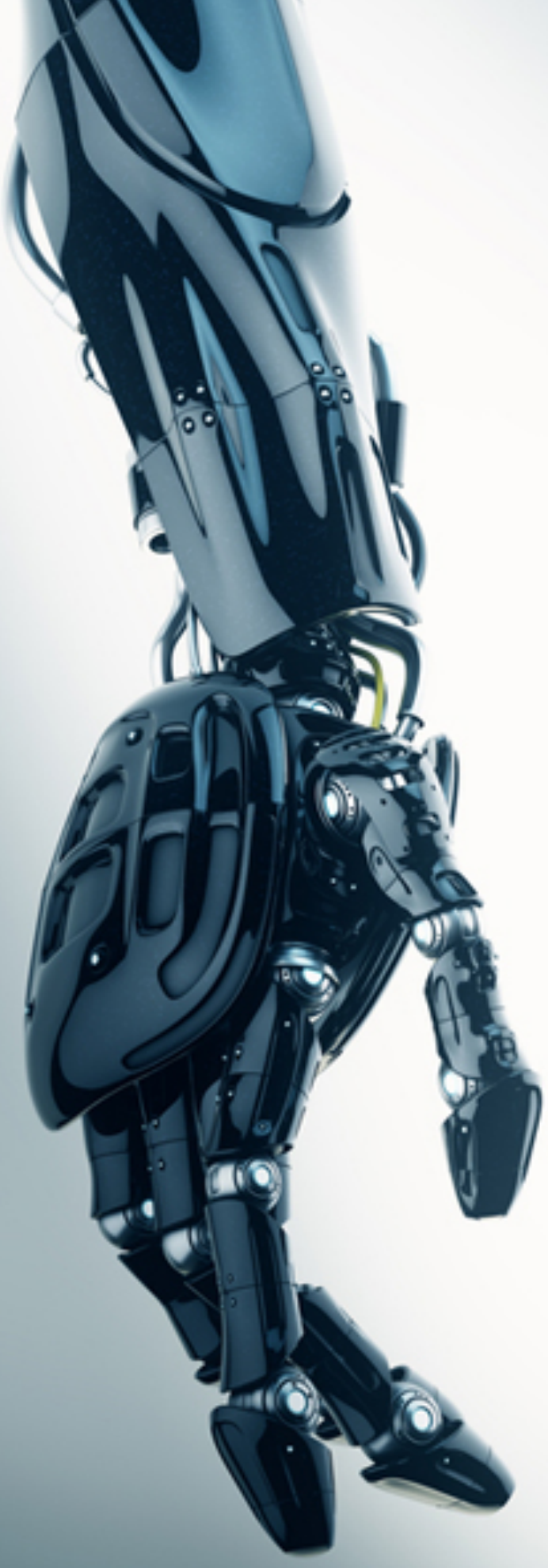
Fluid vs. Solid

What is an
ABLE BODY?

What is
ASSISTANCE?



Cures & Therapies



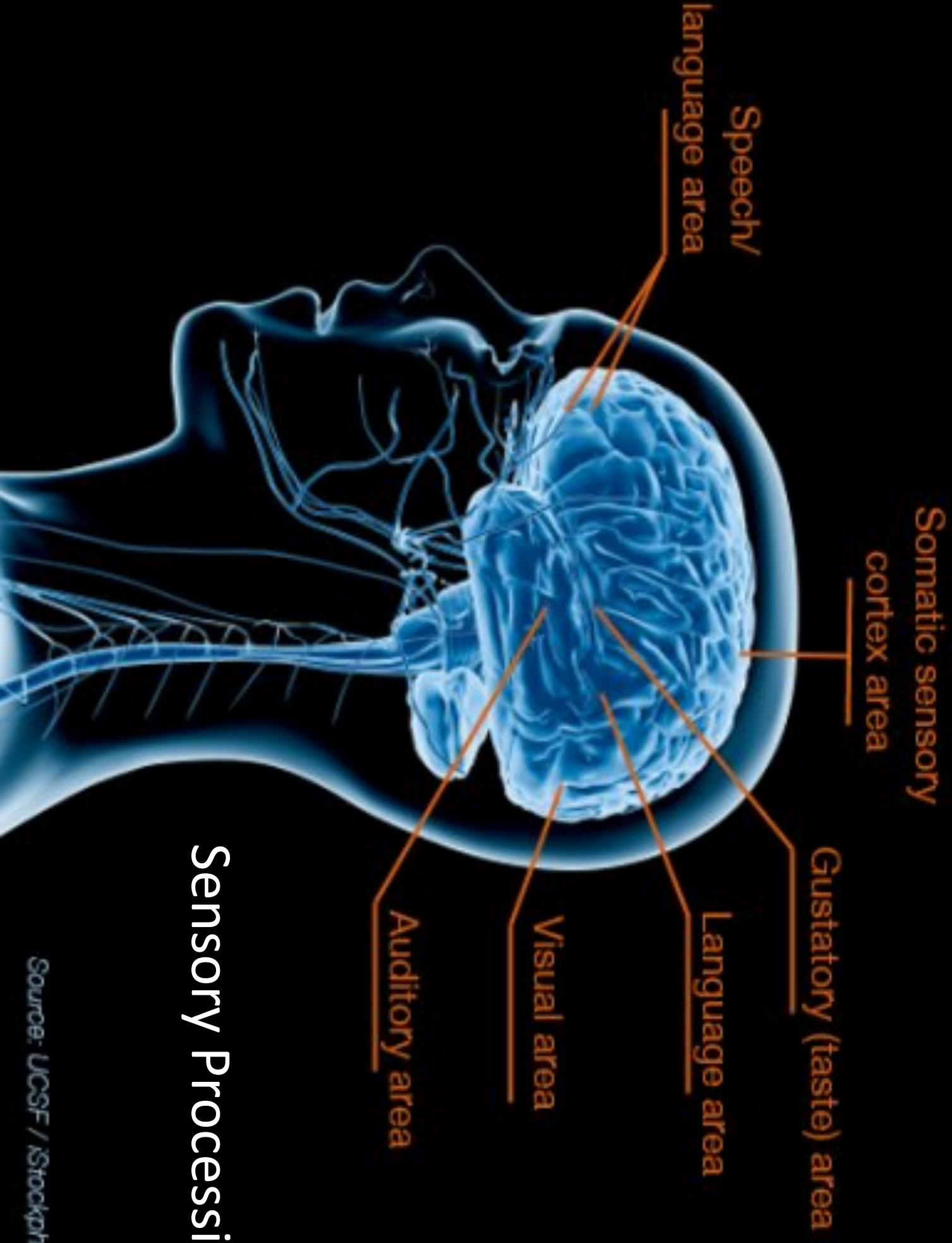
Adaptive Technology



An abstract painting featuring two hands, one in the upper left and one in the lower right, rendered in a light, textured style. The background is a vibrant orange-red with intricate, swirling, and layered patterns in shades of brown, tan, and black, creating a complex, almost cellular or topographical texture. The overall composition is vertical and balanced.

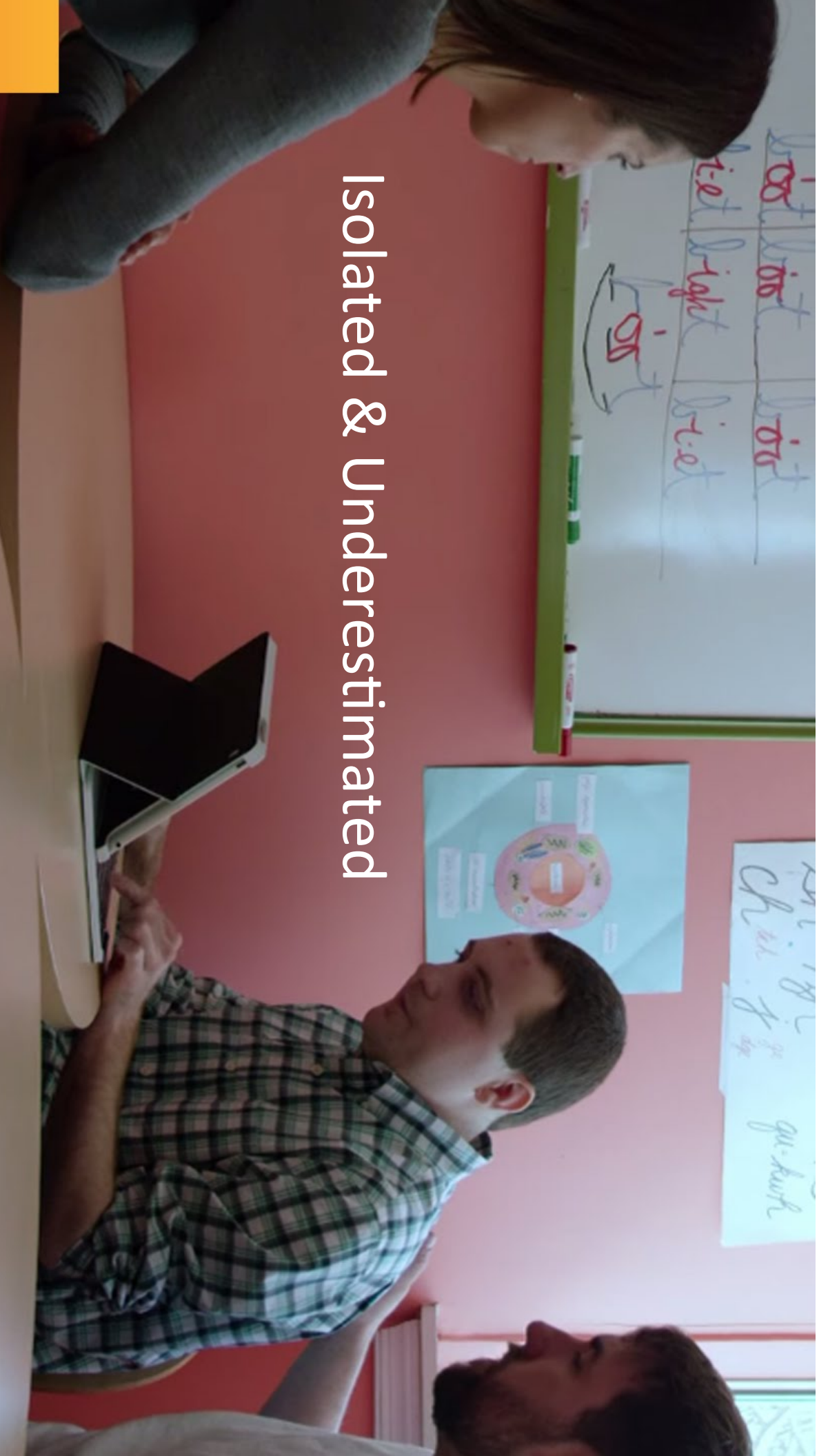
Unique Case
of ASD

Ability Obscured



Sensory Processing

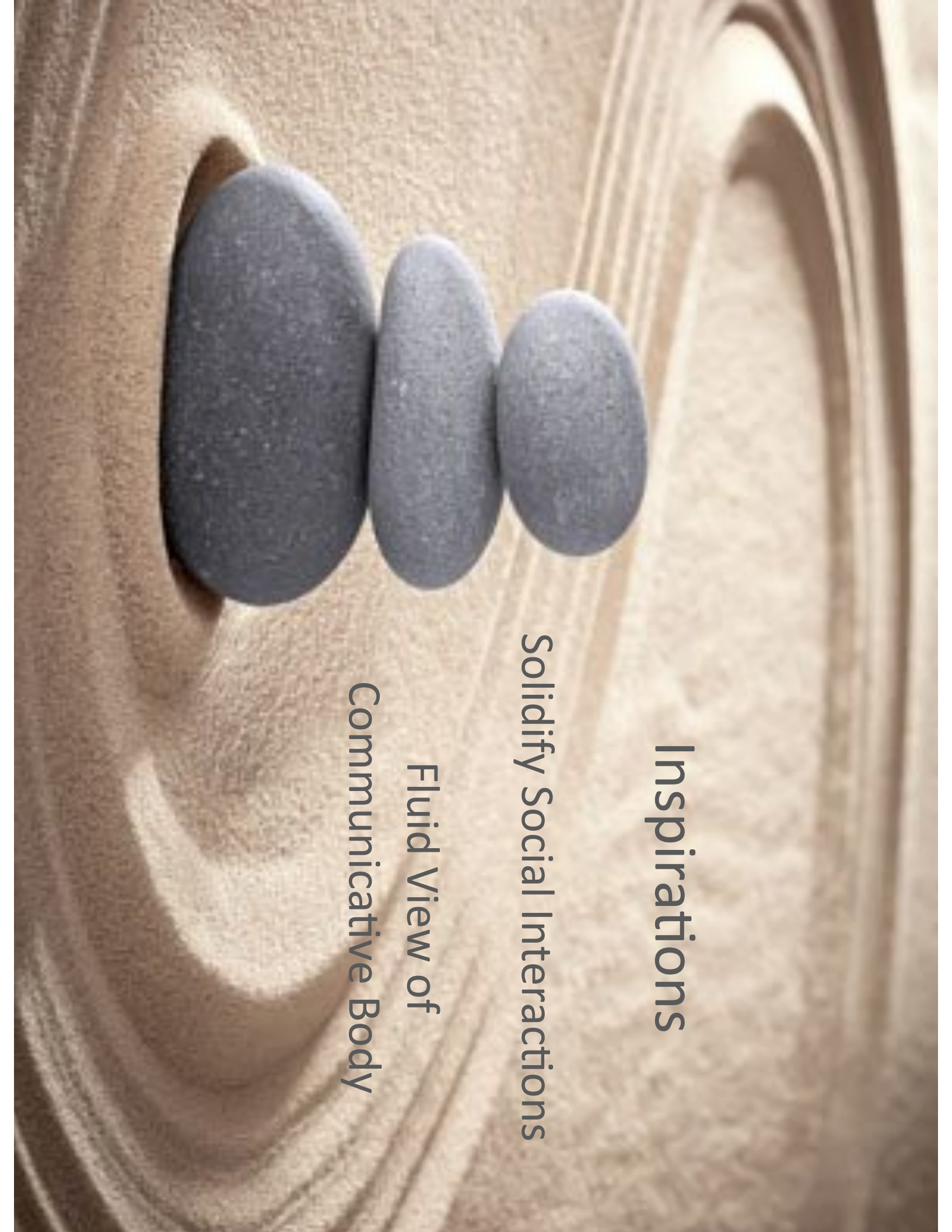
Isolated & Underestimated



Able Bodies & Assistance for ASD

Assistive technologies for high functioning adults on the Autistic Spectrum should be adaptive, responsive, and fluid,

enhancing an individual's strengths by empowering the body and improving communication to foster a sense of the able Autistic person.

The background of the slide is a close-up photograph of a sandy surface with concentric, wavy ripples. Three smooth, dark grey, oval-shaped stones are balanced in a horizontal row on the sand. The largest stone is on the left, and two smaller stones are stacked on top of it towards the right.

Inspirations

Solidify Social Interactions

Fluid View of

Communicative Body

Responsive & Fluid





Wearable Prototyping

Game Prototyping



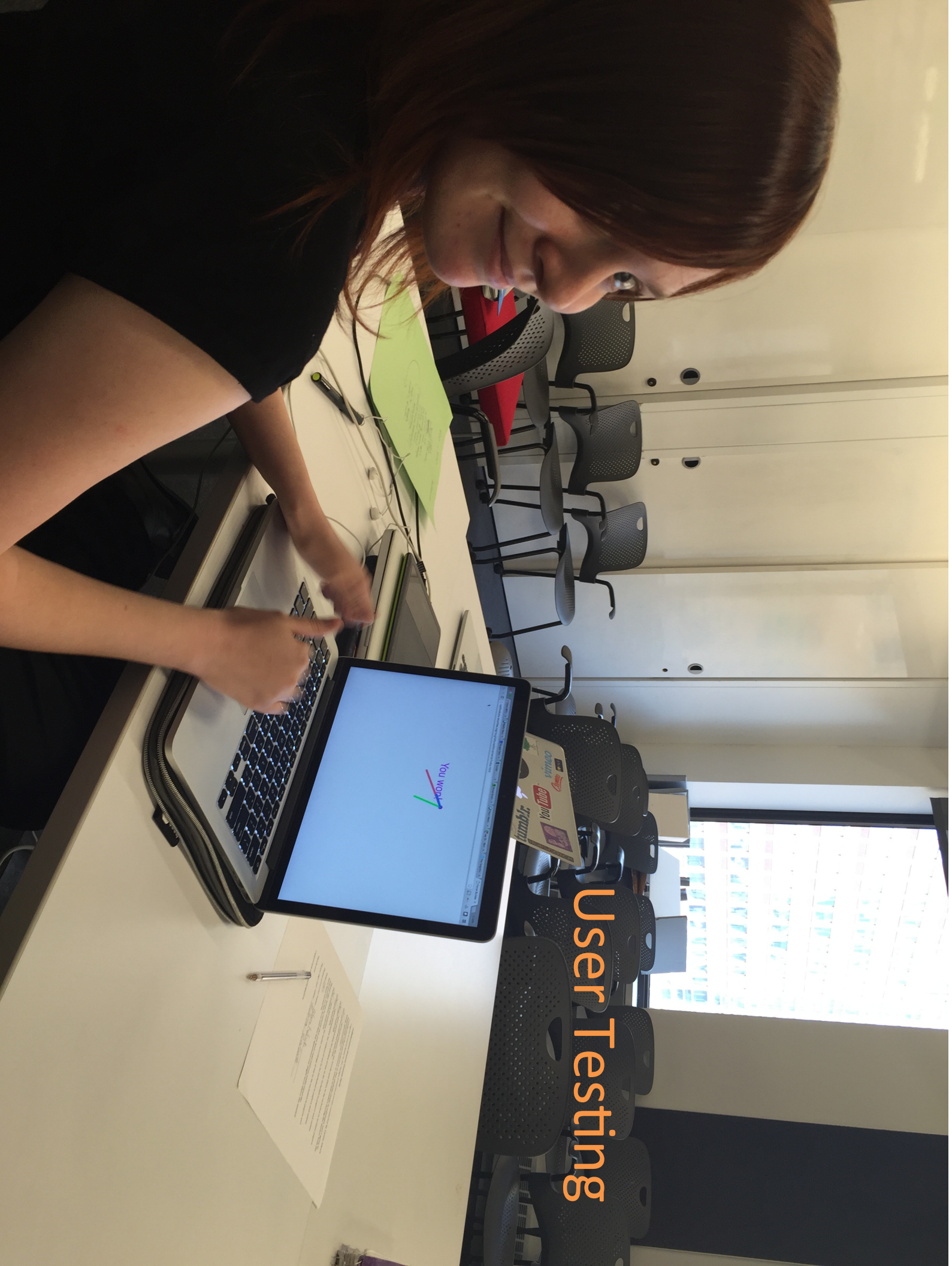
Rough Movements Game

Your score is: 0

<http://localhost:3000/>

Move the mouse around.
The crazier, the better!

User Testing



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Movement-Based Assistive Tech for ASD

<http://caitlinsikora.neocities.org/>

