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Autism Spectrum Disorders, Empathy, and Communication:
Revised Bare Bones Outline

Paul Intro: ASD, communication, sensory processing, and empathy

Rigid vs. Fluid theme: ASD and injuries

Cures/therapies vs. adaptive/assistive technologies

Body as medium vs body as signifier: amy cuddy and marbles

History of autism: shift from dark other (rigid thinking) toward more fluid understanding

Sensory Processing Differences that lead to hindered communication

How can we assist? Sensory processing needs and assistance

Methods that view body holistically: SI, Yoga

Methods that solidify confusing landscapes: 5 point scales

Technology

Existing tech: wearable vests/sensory toys and stigma

Rapid prompting and typing/tap to talk

Kinect games and social robots- therapies that use body

Apps, practicing social interactions and appropriate responses- technologies that solidify social experiences

Why does it have to fit in a box? Projects that blur boundaries between art and design

Other influences: contact improvisation

Goals and threads: body as medium, fluid response, attractive design, young adults in higher education and/or employment settings

Prototyping: game idea and wearable idea

Conclusion