A Survey on Virtual Reality for Training Individuals with Autism Spectrum Disorder: Design Considerations

by

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For the Ph.D. degree in Computer Science & Engineering

This paper applies a new taxonomy that classifies previous virtual reality studies on training individuals with autism spectrum disorder according to system and skill types. Challenges and design issues for future training applications regarding individuals with autism spectrum disorder are identified. Additionally, key gaps in the research are discussed as future research considerations.

Friday, March 4, 2016
12:30 PM
ENB 313

THE PUBLIC IS INVITED

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