عنوان مقاله:

Enhancing the Education Quality of Children with Autism by using Gamification

محل انتشار:

چهاردهمین کنفرانس ملی مهندسی برق، کامپیوتر و مکانیک (سال: 1401)

تعداد صفحات اصل مقاله: 5

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خلاصه مقاله:

This study was conducted with a pre-test–post-test design with a control group in which participants were dividedinto two experimental (ten persons) and control (ten persons) groups. The Smile ۱ intervention took place in ۱۶sessions of ۳۰ min, which consisted of eight sessions of ۱ h owing to the time spent by the parents of the participantsin the study. Additionally, a Child Behaviour Check List (CBCL) was used to measure the effectiveness of thisinterventional game on reducing the behavioural problems of children that participated. The questionnaire consists of۱۱۳ questions in which ۱۳ different behavioural factors are identified in the children. For this purpose, pre-test andpost-test stages were performed for both groups. In fact, due to time constraints for holding intervention sessions, itwas expected from the outset that significant changes in participant behaviour during the two months of interventionswould not be observed.

کلمات کلیدی:

Autism Spectrum Disorders, Recognising Emotional States, Game and Gamification

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