Design of a novel virtual reality-based autism intervention system for facial emotional expressions identification

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ABSTRACT

A virtual reality (VR)-based system for evaluating facial emotion recognition ability of teenagers with autism spectrum disorders (ASD) is presented. This system is integrated with a non-contact eye tracker that allows investigation of eye gaze and eye physiological indices (e.g., blink rate) of the participants while they seek to identify the emotion displayed by the avatars in the VR environment. Performance and eye data of 12 participants (6 children with ASD and 6 typically developing children) are presented.

Full papers will be published in the Conference Proceeding s and will be available to delegates at the conference on Sept. 10.

Full papers will be released on-line in the ICDVRAT archive on March 15.