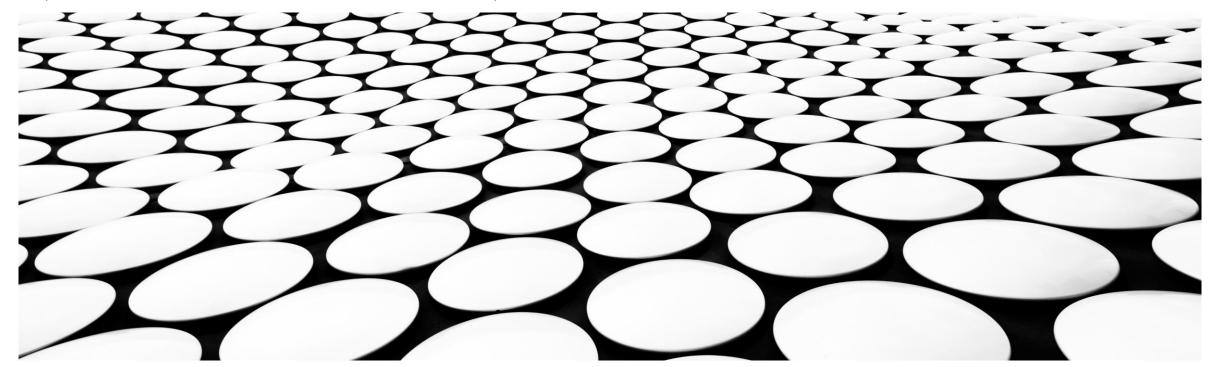
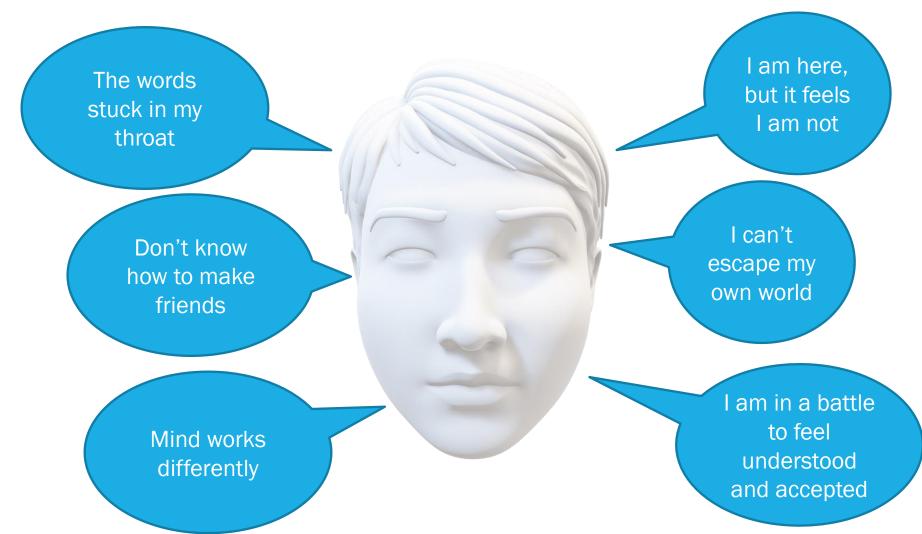
# UNLOCKING EMPATHY: BRIDGING THE SPECTRUM IN HIGHER EDUCATION WITH VR

AHMED K. YOUSOF (AYOUSOF@ESU.EDU)

(EAST STROUDSBURG UNIVERSITY OF PENNSYLVANIA)



## WHAT DOES IT LOOK LIKE TO BE A PERSON ON THE SPECTRUM?





Tolerating noise



Disconnect between brain and mouth



Overwhelmed by visual details.



Appear to be unaware when people talk to them

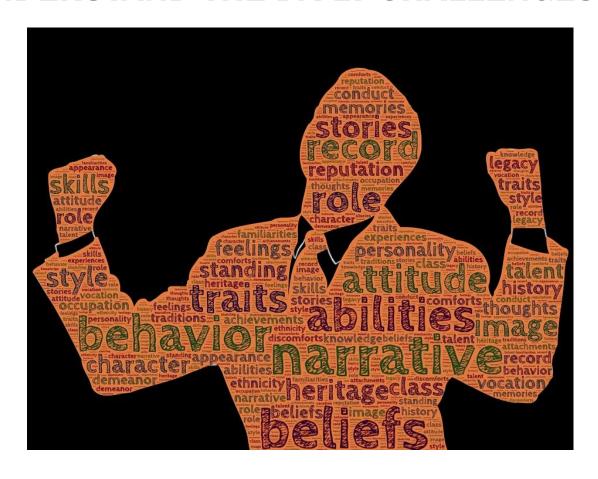


Prefer being alone

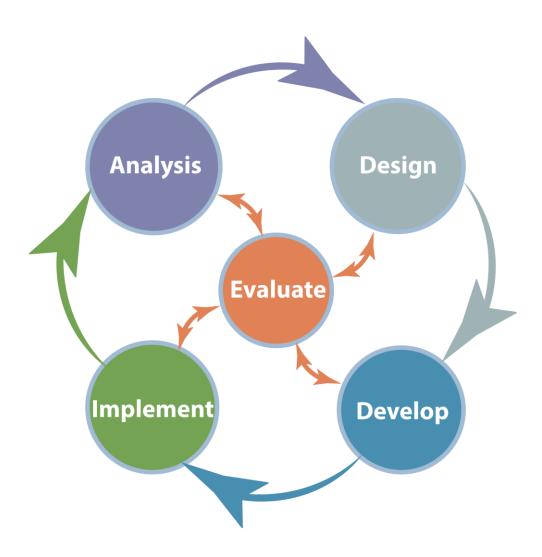


# HOW VR CAN BE USED TO UNDERSTAND THE DAILY CHALLENGES?

State of Alterity

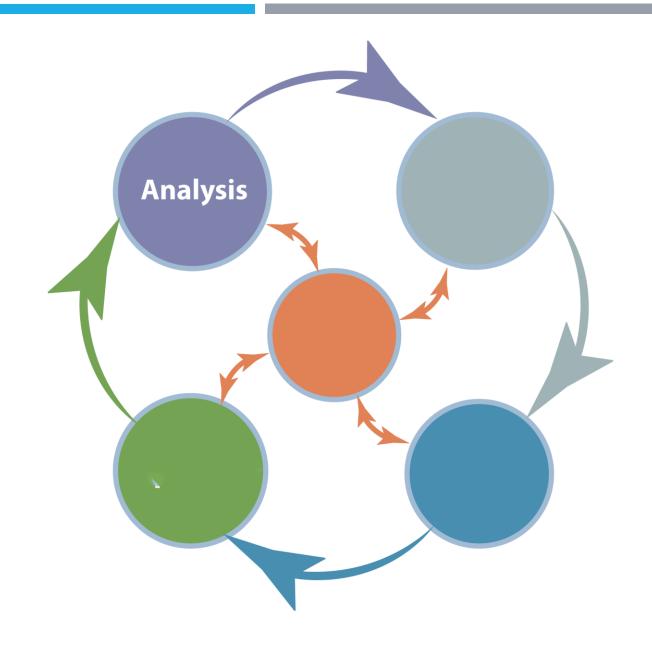


# The ADDIE Model



1- Professional input

2- Input from ASD students

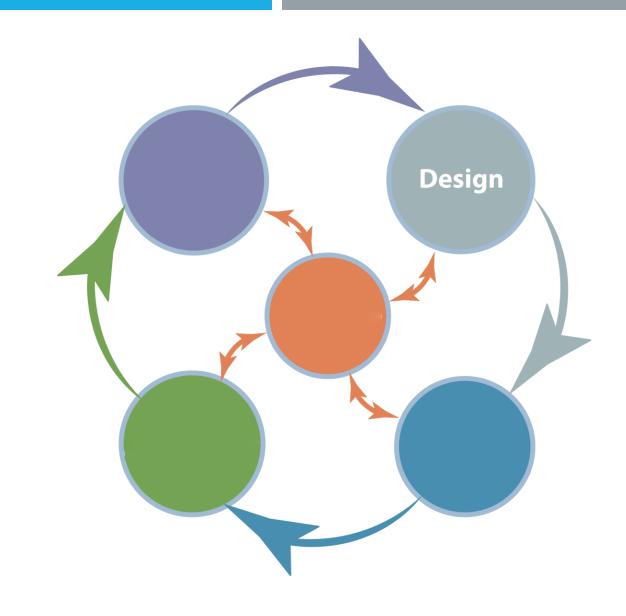


1- VR training module following ADDIE

2- 360 Video

3- Scenario-based = Interactive

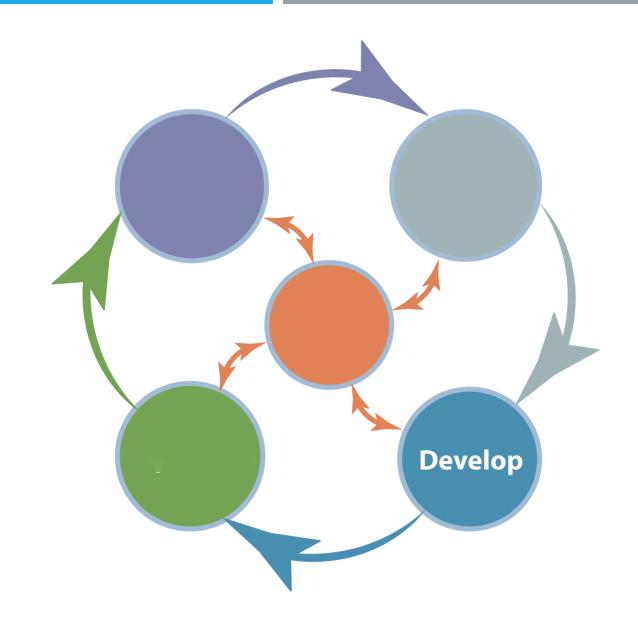
4- You achieve the best score when you alter your identity and think like an ASD student



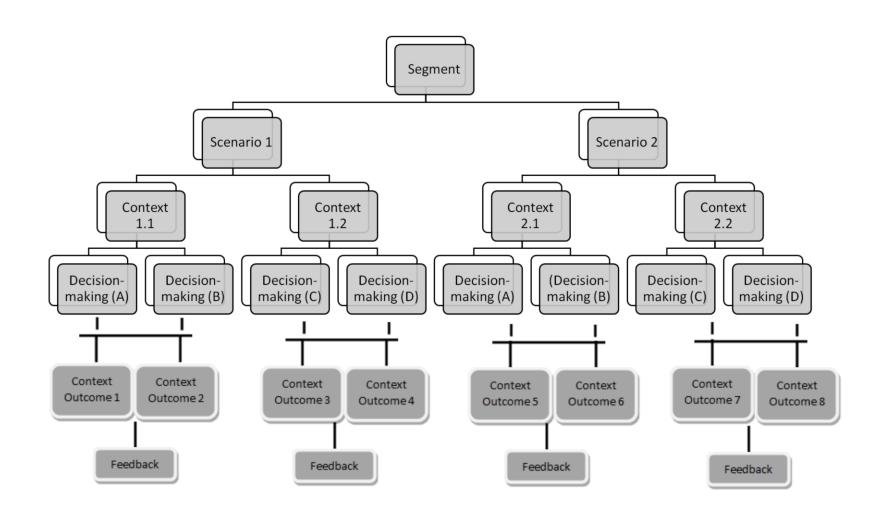
1- Scenario (Branching Tree)

2- Insta360 Pro II Spherical VR 360 8K Camera

3- Script



#### 1- Scenario (Branching Tree)







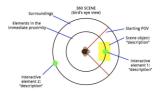
### 2- Insta360 Pro II Spherical VR 360 8K Camera



1	
TITLE	If I were you
AUTHOR	Ahmed Yousof
VERSION	1.1
DATE	2/1/2023

This is a very brief 360 interactive movie that is shot from the point of view of a college student who is diagnosed with Autism. The scenes will capture his/her journey throughout 5 hrs on campus. The scenes will portray his/her visual, verbal, and behavioral communication and challenges while attending classes and/or wandering everywhere on campus. The visual effects are not included in this script as well as the interactivity because they will be added later using specific software. The user can hear the inner voice of the student (which probably will be in 8K format). In this script, the camera represents the main character.

#### Scene Representation



#### 3- Script

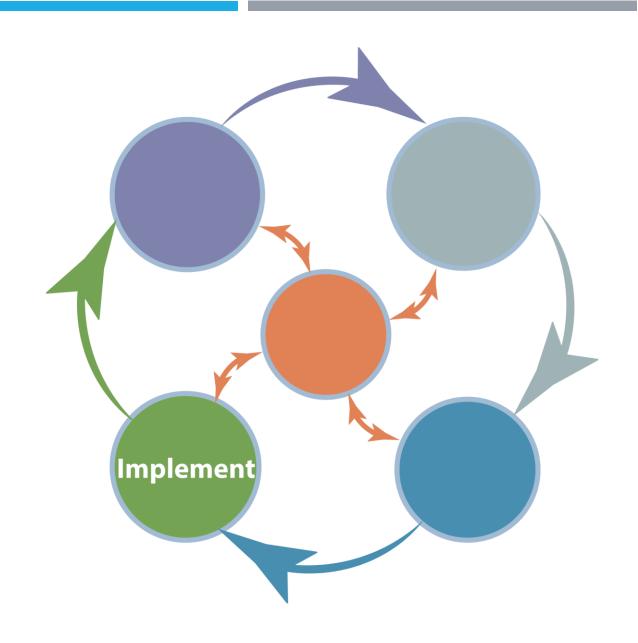


#### **SCRIPT**

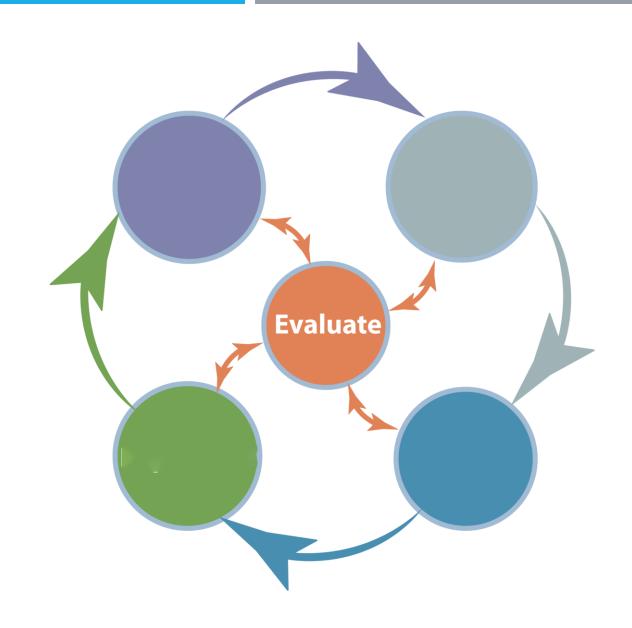
	Audio	Visual Direction
cene 1.A	Wind and tree	- University circle / Or parking lot
Proximity)	leaves can be heard	- A hand is closing the car <u>door</u> and the camera is walking towards the building
	in the background	where the class is. A few students and passersby are walking in the yard. The
		camera is trying to walk away and create a distance from the walking
		students
Scene 1.B	Wind and tree	- University circle / Or parking lot
(Proximity)	leaves can be heard	- A hand is closing the car <u>door</u> and the camera is walking towards the building
	in the background	where the class is. A few students and passersby are walking in the yard. The
		camera is getting in close proximity to students. Some of them will look at the
		camera with annoyed face, while others will try to make a distance by slightly
		stretching their hands toward the camera.
Scene 2.A	Talks and chats of	- Inside a hallway
(Proximity)	people in the	- The camera is walking to the classroom. The camera is keeping a distance
	background.	from students who are walking in the hallway
Scene 2.B	Talks and chats of	- Inside a hallway
(Proximity)	people in the	- The camera is walking to the classroom in <u>a very</u> close proximity to students
	background.	who are walking in the hallway. Some students will give a way to the camera,
		while others will make a distance by stretching their hands.

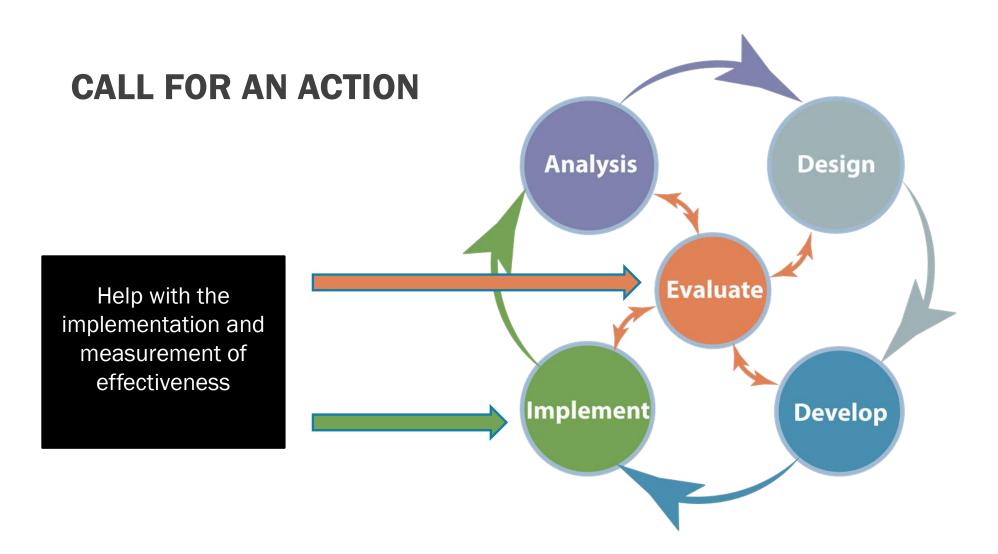
1- Technical Feedback (UI and UXD)

2- Piloting the training Module



1- Assessing the effectiveness of the training module





# **QUESTIONS**



## **THANK YOU**

- Ahmed K. Yousof (*Ph.D.*)
- East Stroudsburg University of Pennsylvania (ESU)
  - ayousof@esu.edu