Developing a hybrid visual perception game using the ADDIE approach for autism

ABSTRACT

Vision problems are frequently associated with autism. Currently, a systematic manual diagnosed has been developed to assess autism children. However, the method for diagnosed visual perception problem is still using manual and hands on technique. In this paper, a systematic research framework using analyze, design, develop, implement and evaluate (ADDIE) approach is proposed for a hybrid visual perception game to diagnose autism children. Thus, a technological solution to address visual perception problems among autism children can be done. It will benefit from intervention to improve perceptual skills among autism children. This serves as a guide and reference to build a prototype for further research. The outcome from this research and invention can be used for educational area and medical field.

Keyword: Hybrid; Autism; Serious game; Visual perception