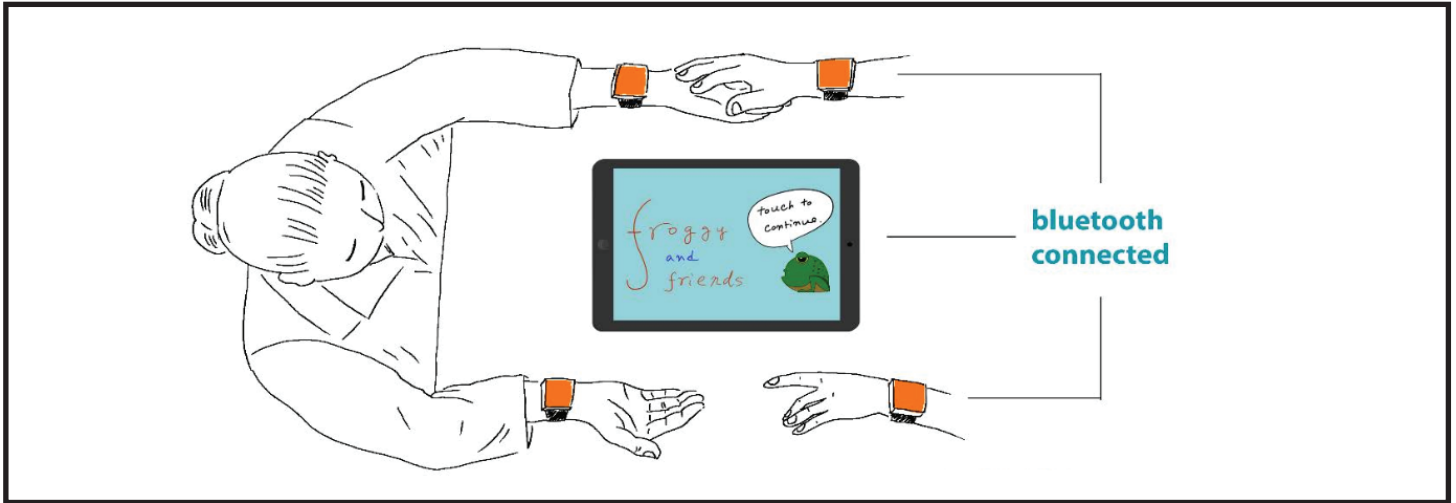


Project Circle

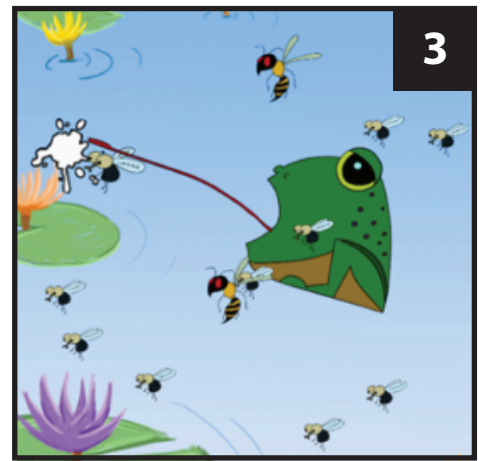
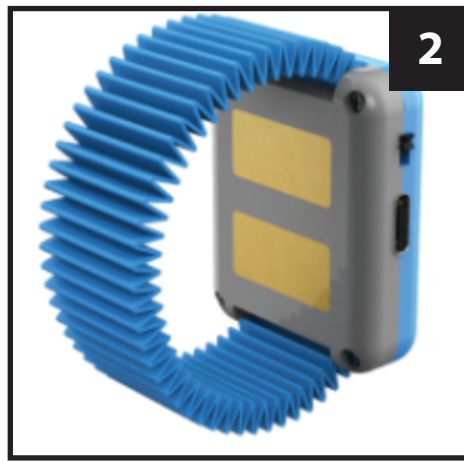
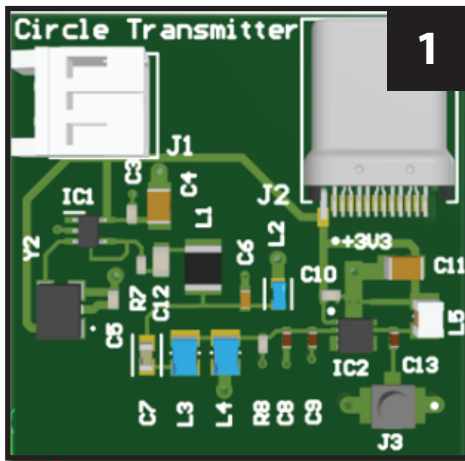
<https://gamelab.osu.edu/project-circle/>

Autism spectrum disorder (ASD) affects approximately 1 in 36 children who characteristically have difficulty communicating and interacting with others. Our team of researchers from Design, Electrical Engineering, and Nationwide Children's Hospital has created a novel gaming platform to improve social skills for children with ASD by fostering positive interdependence and face-to-face interactions via collaborative play.



Our platform is comprised of 3 parts:

(1) **sensors** that rely on biological tissue as a communication medium to sense skin-to-skin contact between players; (2) a **wearable** physical chasis that houses the bluetooth sensors, copper electrodes, smart fabrics and other technology; and (3) the **game** software that facilitates player collaboration.



Students will have hands-on access to our cutting edge sensors and work in small groups to design various **wearable** components and create paper prototypes of new **game** concepts that meet the constraints of our platform.