***[SWE & CSE]***

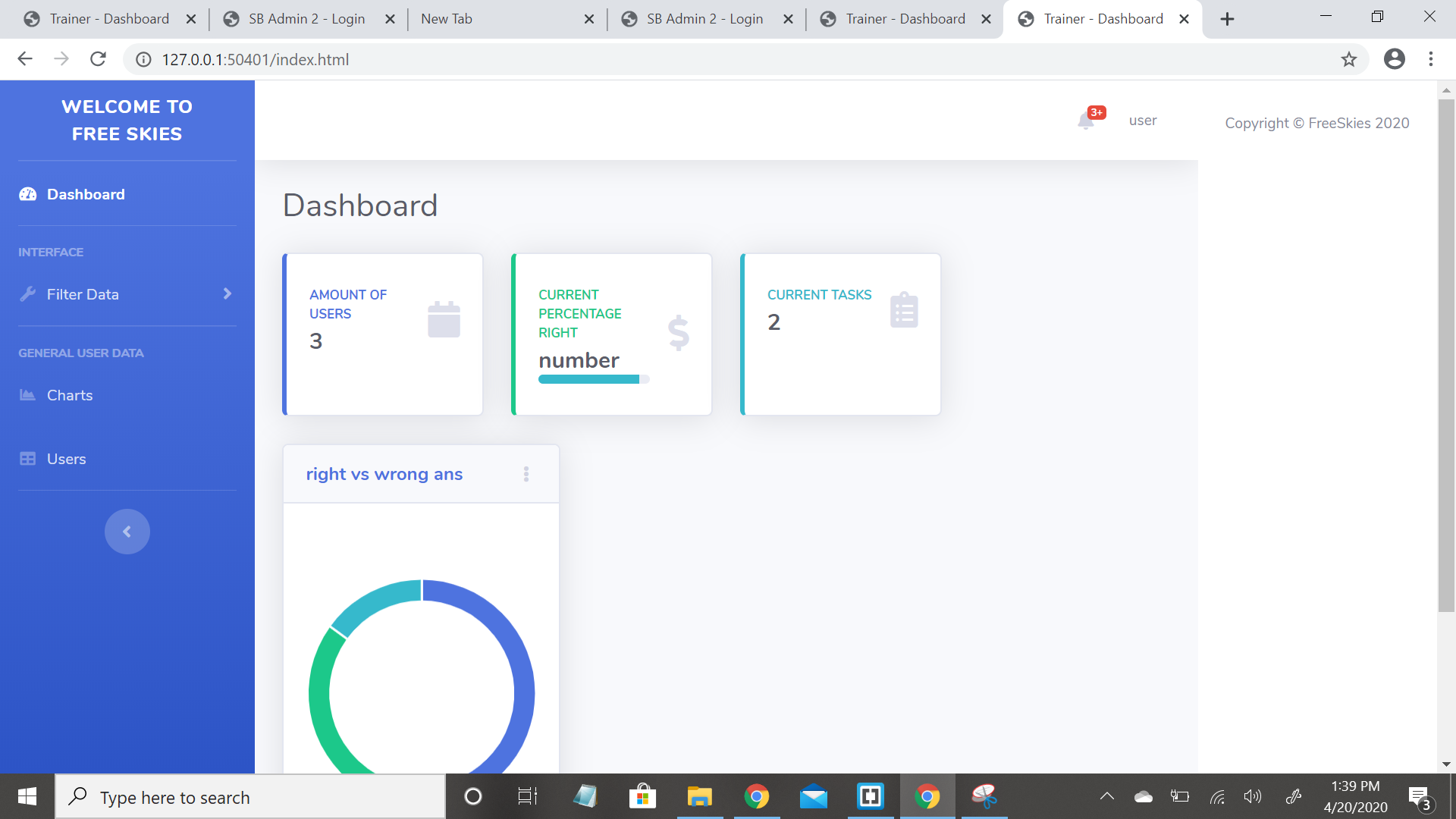
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| **Project Name** | **Free Skiess** |
| Team Lead: | Gavin Smith |
| Team Member(s): | Alanah Cottingham, Gavin Smith, Jiaqi Yang |
| Faculty Advisor(s): | Dr. Keith B. Gallagher, Dept. of Computer Engineering and Sciences,  Florida Institute of Technology |

Project Description:

Free Skiess is a system that assists the training of the Scott Center therapists. Our goal is to provide a more efficient and comprehensive way in aiding the autism spectrum. This system consists of a Web Application and a Virtual Reality Application. The lessons are mainly held in the Virtual Reality Application. The lessons are 360 videos that include symptom description, defining terminology, real scenario and solution to the scenario. Questionnaires will pop up during the lesson to ensure active learning. Performance data is collected for each trainee for later analysis. The Web Application is developed for both the trainee and the trainer. They will be able to create individual accounts and keep track of their working progress. The trainers can see the performance of the trainees they lead and provide feedback to them. The trainees can see their progress and the data analysis of their performance. They can also see the feedback from the trainer and ask questions as needed.

Our major challenges are the learning curve associated with developing a serious game related to healthcare and limited experience with the development tools (eg. Database, game engine, etc). Since none of our members are professionals on the autism, we have worked with the Scott Center to create the lessons. The Scott Center is providing us the 360 video they filmed and a set of questionnaires for each video. We are focusing on developing the system with the material they provided. For the limited experience with the tools, we have gained experience and learned as we worked.

We finished one sample lesson and had it running on a VR headset. We have the Web application ready for the trainer and the trainee. For future work, more lessons can be created and added to the lesson collection.

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