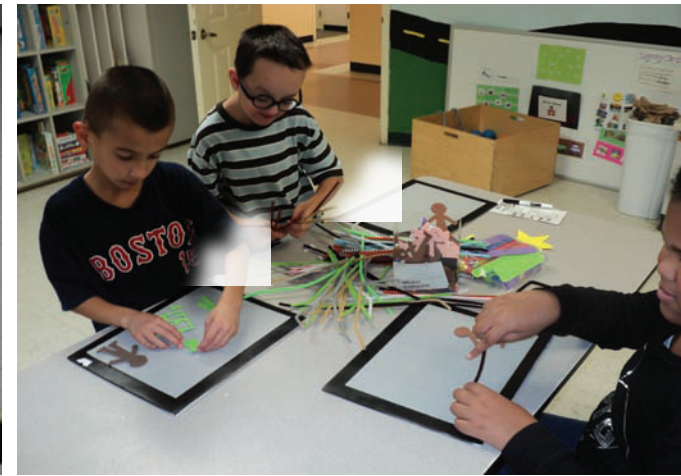
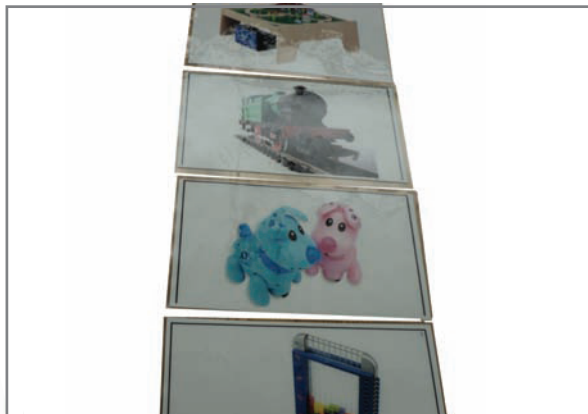




4-week case study

participants were recruited from the Mariposa School for Children with Autism in Cary, NC
3 children identifying as verbal with ASD, all age 9, varying levels of cognitive functioning



Participatory Method



Traditional design methods used included card sorting, product selection and preference cards, and a participatory talk-aloud activity where participants are asked to describe and illustrate their ideal toy or product from a selection of materials provided. Emphasis was placed on participants' ability to communicate preference and articulate reasoning. Each session was recorded to assess material quality and physical attributes of products.

Method refinement based on qualitative evaluation will inform the development of an inclusive design toolkit to be field tested and assessed for usability.

summarizing qualitative data

synthesis & coding needs assessment

method refinement

field testing

feedback assessment

toolkit development