Use of Cross-Cultural Avatars in Collaborative Virtual Environments Technology for People with Autism

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This paper focuses on an investigation of using cross-cultural avatars in Collaborative Virtual Environment technology for people with autism. The ongoing investigation pays special attention to the use of parameterised avatars with different ages, genders, and ethnicities in the representations of emotions. The prima facie case for a context-rich collaborative virtual environment is developed, which argues that avatar representations within this environment offer great potential benefits for people with autism. Results from two empirical studies of people with autism using a simulated system was carried out and the results are represented in this paper.