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About HANDS

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The HANDS Project



Autism is a developmental disorder having significant impact on an individual's behaviour. The ability to handle daily tasks, including confrontations with other people, can be seriously damaged, leading in many cases to social marginalization. The HANDS project aims to develop an ICT solution based on new research in human-computer interaction (HCI) to help young people with an autism diagnosis to improve social as well as other practical skills. This will allow them to become better integrated in society, thus avoiding social marginalization with all its negative consequences.

The new approach from HCI to be used in HANDS is known as Persuasive Technology. It is particularly focussed on impacting/changing human behaviour through motivation, and since motivation tends to be a key issue in treatment/caretaking of autism diagnosed persons, we expect this to be an ideal choice.

This HANDS project is meant to help teenagers with an autism diagnosis to handle daily situations which they might find difficult handling themselves. The HANDS toolset is customised to the single individual with ASD, and furthermore as provided on a mobile terminal, it is available whenever and wherever problems occur. This make it easier for the user to handle all the everyday situations themselves, such as using public transportation, shopping, visiting public spaces, etc.

The HANDS project is an EU funded project with 9 dedicated partners involved in making the solution and toolset. Those partners are specialised in different areas that together will ensure a solution that can help the teenagers in the best way.

The result will be a novel software solution based on hands-on practical knowledge combined with all the newest knowledge in modern human-computer interaction theory and psychology. It will be implemented by software providers with key knowledge about the latest trends and platforms in mobile industry and virtual reality.

The involved partners

The partners that are involved in developing the overall toolset requirements are three World-leading research institutions in each their own field:

- [ELTE University](#), providing research in psychology with a speciality in autism.
- [London South Bank University](#) providing research in teaching of young people with autism.
- [Aalborg University](#), Denmark, providing research in Persuasive Technology and Human Computer Interaction.

Partners



The partners that are responsible for end user requirements and validation are four prominent schools:

- [Helen Allison School](#), UK.
- [Egebakken](#), Denmark.
- [Svedenskolan](#), Sweden.
- [Autism Foundation](#), Hungary.

The partners responsible for practically developing the technological solution in the project are:

- [Wirtek A/S](#), Denmark and [Wirtek SRL](#), Romania, is developing the mobile software solutions for the mobile device.
- [Edvantage Group](#), Norway, providing advanced content and learning solutions.

Together those 10 partners can make the tool that can help in thousands of young teenagers get better at dealing with there daily tasks and problems.

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