Are you a teen with autism who plays virtual reality games?

Help us learn about how our bodies respond to playing video games and what that tells us about feelings.

Teens will wear small, safe, stick-on sensors that measure heart rate, temperature, and muscle contractions while playing an interactive virtual reality computer game. Teens also will answer some questions about how they are feeling.

Who can take part?
Teenagers between 13-17 years of age with autism and young adults between 18-20 years with autism

What is involved?
• Two 1 hour sessions at Vanderbilt
• Completion of a cognition task at the first visit
• Parents will complete two questionnaires

Participants will receive:
• $35 gift card per visit

Contact:
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(615) 322-6533

Virtual Reality and Emotion Study

Study conducted by Nilanjan Sarkar, Ph.D., Mechanical Engineering, and Zachary Warren, Ph.D., Pediatrics and TRIAD.

Vanderbilt Kennedy Center
Treatment & Research Institute for Autism Spectrum Disorders

RASL
Robotics and Autonomous Systems Laboratory

Graphic services by the Vanderbilt Kennedy Center, NICHD Grant P30 HD15052. The Vanderbilt Kennedy Center is devoted to improving the lives of people with disabilities. 09/2015. vkc.mc.vanderbilt.edu