



Empowering Parents and Enhancing Social Skills: The TIPS Project Revolutionizes Autism Education

Children with autism often face challenges in developing and mastering social skills, which are crucial for their overall well-being and successful integration into society. Recognizing the need for effective interventions, the Teaching Interactions Procedure through digital tools (TIPS) project has emerged as a groundbreaking initiative aimed at equipping parents with the necessary tools to teach social skills to their children with autism. By combining evidence-based strategies with user-friendly technology, TIPS empowers parents to take an active role in their child's development, fostering greater independence and social integration.

In addition to the empowering aspects of the TIPS project, the consortium has made significant progress in developing various resources to enhance the learning experience for parents, trainers and children. These advancements include the finalization of scenarios for a snakes and ladders digital game, ongoing technical development of the game for its imminent release, and the development of comic strips as part of the project's third deliverable (PR3). The snakes and ladders digital game serves as an engaging tool to reinforce social skills learned through the TIPS project. By incorporating gamification elements, the game provides a fun and interactive environment for children to practice and apply their newly acquired social skills.

The technical development of the game marks a significant milestone in the TIPS project. The consortium has dedicated resources to ensure that the game is user-friendly, visually appealing, and accessible to children with autism. By leveraging technology, the digital game can be easily accessed on various devices, making it convenient for parents and children to incorporate into their daily routines.

Moreover, the development of comic strips adds another dimension to the project's resources. The Interactive comics, designed as social stories, will feature scenarios related to social skills outlined in the Curriculum (PR1). This phase aims to create engaging and motivating learning experiences for individuals with autism and their parents by incorporating gamification and storytelling elements. To ensure the successful implementation of these learning resources, an initial requirements elicitation process will be conducted, considering both the learning aspect and technical feasibility. The consortium will prioritize resources that are accessible across different devices and web channels, such as various browsers, tablets,

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and mobile devices. A user-centered design approach will be applied to identify and address usability issues, ultimately improving the user experience of the learning solution. The learning resources will adopt a playful approach to present the subject matter, while also catering to the specific learning needs of the target audience.

In conclusion, the TIPS project's consortium is not only focused on empowering parents and trainers but also on creating a rich and interactive learning experience for children with autism. The snakes and ladders digital game, along with the development of comic strips, highlights the commitment to harnessing digital tools and creative resources to optimize social skills acquisition. By providing a holistic approach, the TIPS project endeavors to improve the social integration and overall well-being of children with autism.