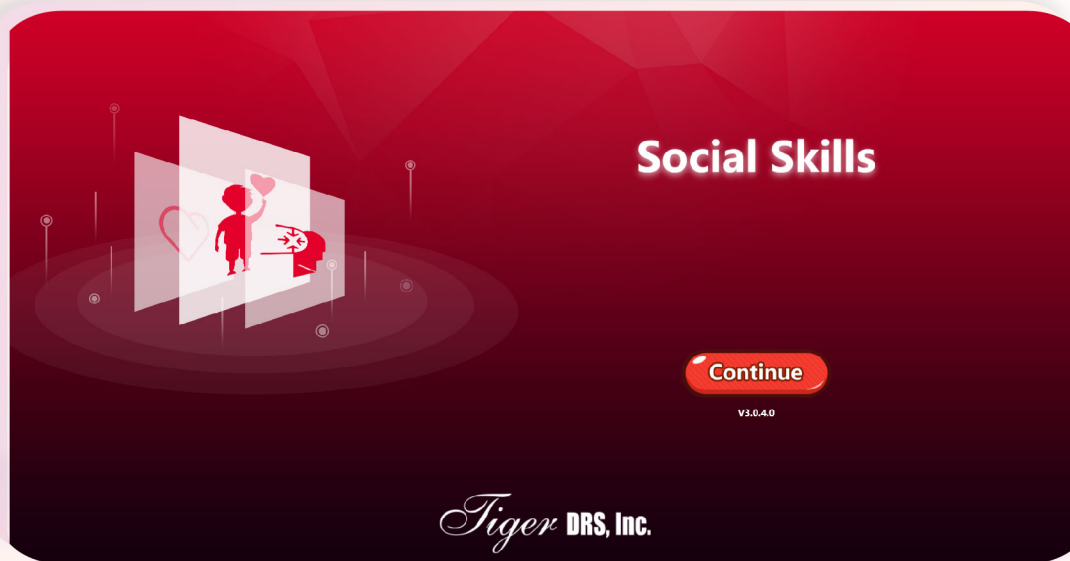


Social Skills

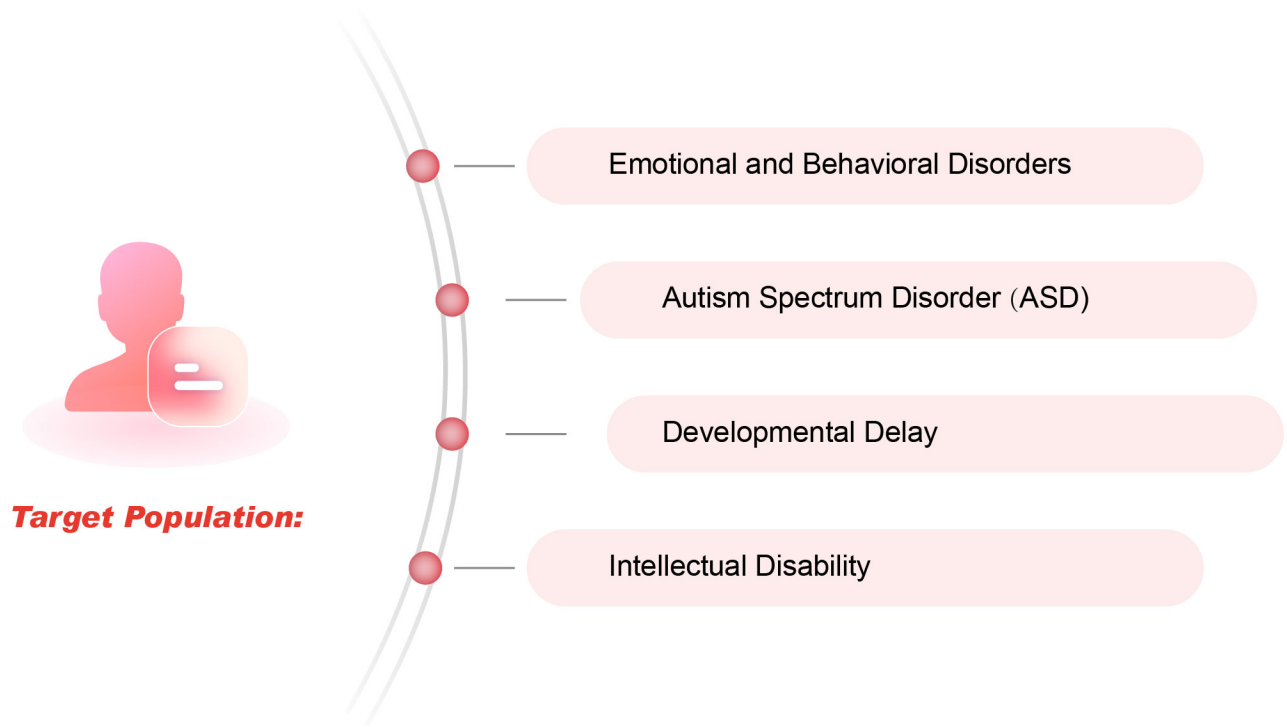


Main Function

- ✓ Helps individuals with emotional and behavioral disorders, autism, developmental delays, etc., to understand and learn socially adaptive behaviors, thereby improving social interaction skills.

Core Objective

- ✓ By presenting social behaviors in multiple scenarios and providing accurate behavioral evaluations, it aims to improve problematic behaviors and promote the development of positive behaviors.



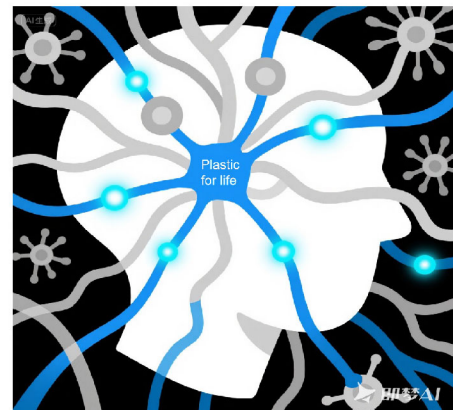
Social Interaction Skills: Based on neuroplasticity theory, this software utilizes the Social Stories methodology to design contextualized social stories that match children's cognitive levels and interests while being educational. These stories are vividly presented with Pixar-style illustrations of social scenarios-----helping children learn contextualized social skills.

Theoretical Basis

1

Neuroplasticity Theory

Training children with social scenarios that match their cognition can stimulate the prefrontal cortex and related pathways, helping social skills move from imitation and practice to natural understanding and response, achieving real mastery and generalization.



Neuroplasticity

2

Contextualized Social Skills

Social behaviors must be learned within specific contexts, as different situations involve different rules.

By linking environmental cues, others' intentions, and feedback in real or simulated interactions, individuals develop transferable skills.

Some children struggle because they cannot interpret abstract signals or generalize isolated skills, and contextualized training effectively addresses this challenge.



Neuroplasticity

3

Social Stories Methodology

This approach uses story formats to depict social situations, explaining context, key behavioral cues, and appropriate responses. By presenting short scenarios with text and images, it leverages children's visual strengths to teach adaptive behaviors, helping them adjust to daily changes, fit into society, and enhance social interaction skills.

Specific Content of Social Interaction Skills (Examples)

1

Social Interaction Skills Content

The software includes 44 situational stories set in different social scenarios. Each story uses three vivid and interesting pictures along with text to intuitively present social cues in the scene, appropriate interactive behaviors, and the feedback resulting from the behavior. This helps children understand "what to do" and "why to do it" in concrete situations, gradually building cognition and coping abilities for different social scenarios.



Software Interface Example

2

Thematic Features

The selected themes cover diverse scenarios close to real life. Through immersive experience, children intuitively perceive "what behavior is more appropriate in which scenario". Through repeated practice, they establish a conditioned reflex for "scene---behavior---outcome", ultimately achieving skill transfer from "knowing how to interact in the software" to "being able to adapt in real life".

Social interaction skills -44 topics					
Bar sofa	Hospital Corridor	In the conference Room	Dining Room at Home	Funeral at a Cemetery	Hotel Lobby
Public Bus	School Playground	Restaurant	Hospital Clinic	Sidewalk in a Small Town	Train Carriage
Bakery	Bathroom	Coffee Shop	Library entrance	Flower Bed in Front of the House	On the Pubic Bus
Roadside Coffee Shop	School Concert	Hospital	Middle School Classroom	Front Door of the House	Bookstore
Buffet restaurant	Yard	Outside a Fast-Food Restaurant	On the road in front of the house	Office	Primary School Classroom
Hotel Entrance	Next to the Garden	Tourist Town	Train Station Waiting Room	Swimming Pool	Airport
High School Classroom	School Canteen	Parking Lot	Entrance of the Coffee Shop	Dining room	Hospital Lounge
Clothing Store	Grand Hotel	/			

3

Text Features

The text design follows the principles of Social Stories.

- ☑ **Pertinence:** Stories are tailored to children's specific problems and needs to ensure effectiveness.
- ☑ **Vitality:** Concrete and vivid descriptions make stories engaging and easy to understand.
- ☑ **Conciseness:** Clear, simple language avoids complex vocabulary and structures for easy comprehension.
- ☑ **Guiding:** Stories provide explicit instructions on appropriate behaviors and responses, guiding children to learn proper social skills.

Pertinence

Designing stories for children's problems and needs makes them more effective.

Vitality

Specific and vivid scenes make the story better and easier to understand.

Conciseness

Avoid complex words and sentence structures that are easier for the child to understand.

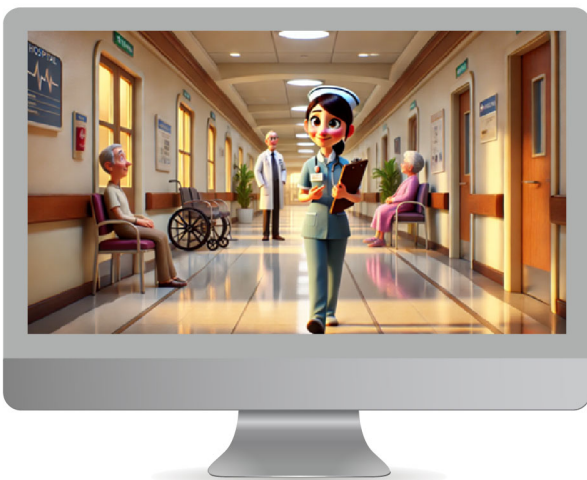
Guiding

Teach children how to do it, learn the right social skills.

4

Image Features

The software uses Pixar-style images as visual prompts. The Pixar style excels at conveying emotions through exaggerated body language and facial expressions. This "amplified" social signaling aligns perfectly with the needs of social rehabilitation, reducing the difficulty of interpreting social cues and helping to identify and understand others' emotions and intentions.



Pixar-style Images

Social Skills Operation Process

Operation Process	
Overall Logic	When telling stories, use role-play and situational simulations to model proper social behaviors and help children understand. Guide them to practice in simulated settings, giving timely feedback and rewards to reinforce correct responses.
Specific Process	
New Teaching & Introduction	Display pictures of social situations to guide entry into the corresponding atmosphere.
Observation & Perception	The child carefully observes the picture and describes the scene.
Analysis & Judgment	Ask the child to identify what is incorrect in the picture, or simply describe the behavior shown.
Understanding & Transfer	Ask the child to share their thoughts on the behavior and consider the emotions of the characters in the picture.
	What should they do if they see someone else performing this behavior in a certain social situation?
Summary & Discussion	Summarize the normative behavior in that particular social situation.
	Discuss other normative behaviors in that context.

Using the "Bus" scenario as an example:

1

New Teaching & Introduction

Show the first picture of the inside of a bus. Ask the child if they have ever taken a bus to guide them into the atmosphere of the bus scene.



2

Observation & Perception

Show the second picture. The picture shows a child giving up their seat to an elderly person. Guide the child to carefully observe the people, expressions, and actions in the picture, and ask them to describe what they see.



3

Analysis & Judgment

Based on the second picture, pose questions, e.g., "Why did this child stand up?" Encourage the child to express their views and guide them to think about the meaning behind the act of giving up a seat.

4

Understanding & Transfer

Show the third picture: The picture shows the child and the elderly person interacting, with people around them watching. Guide the child to observe the characters' expressions and the atmosphere in the picture. Ask: "What do you think people around them would think in this situation?"



Situational Simulation: Have the child engage in role-playing to simulate the scene of giving up a seat on the bus. In individual sessions, the therapist/rehabilitator and the child simulate the dialogue and expressions during the seat-giving process; in group sessions, children demonstrate amongst themselves.

5

Summary of Normative Behavior

Summarize that giving up a seat on the bus is a normative behavior that is polite and shows respect for the elderly.

Discuss other normative behaviors on the bus, e.g., queuing to board, not talking loudly, etc.

The Role of Social Interaction Skills

1

Targeting Core Social Deficits with Precision

To address challenges such as difficulty interpreting others' emotions and poor skill generalization, the software provides personalized interventions. By focusing on real-life contexts and daily social needs, each story directly answers the core question: "What should I do in this situation?"

2

Enhancing Neuroplasticity to Internalize Skills

Grounded in neuroplasticity theory, the software offers repeated, targeted scenario training to continuously stimulate brain regions related to social interaction. Through repeated practice, children strengthen neural connections, enabling skills to shift from deliberate imitation to natural responses.

3

Lowering Learning Barriers and Boosting Engagement

With optimized design, the software makes complex social rules clear and engaging. Pixar-style visuals highlight social cues, making abstract emotions easier to interpret and matching children's visual strengths. The combined use of text, images, and stories increases participation and retention.



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