SymbiosisW

Type of Project

Finished research project

Summary

SymbiosisW is a three-dimentional material constructed of hexagonal cells. It senses human touch and – as a response – small cell-patterns start to grow out under the person's hand. While keeping the hand against the object, the motive spreads; it also enables to create the desired arrangements of pattern. Touch is one of the strongest intermediary, however, in the same time very personal and intimate.

Low-tech, high-tech products, services and contexts for play

Mainly intended for providing artistic experience and fun of all people, but can be easily handled by people with various types of impairments.

The context of use

home, school, rehab center

Type of play in this play system

Cognitive

Practice
Symbolic

Social

Solitary
Parallel
Associative

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play
d8801 onlooker play
d8802 parallel play
d8803 shared cooperative play

Play-like activities: Therapeutic and educational objectives

b1 Mental functions
b2 Sensory functions and pain
b7 Neuromusculoskeletal and movement related functions

Number of participants

1-5

Chronological Age

0-3 years

3-6 years
6-12 years
12-18 years

Development Age

0-3 years
3-6 years
6-12 years
12-18 years

LUDI Categories of disabilities

Mental/intellectual impairments::
mild
moderate
severe
profound
Communication disorders (speech and language disorders):
Physical impairments:
Mild
Moderate
Severe
Autism Spectrum Disorders:
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

No instruction, self-discovery of the participant/subject
Hand over hand: therapist/researcher leads the actions of the participant
Guided discovery: therapist/researcher coaches the participant so s/he discovers how to use the assistive technology

Involvement

Adult: therapist/educator/researcher
Parent or significant others
Peer with disabilities
Peer without disabilities

Role

Non-participatory observer
Participatory observer

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
Video analysis
Feedback from client/parents/professionals

Information about availability of outcome measure: publisher, website, contact person

See the references

Summary of achieved effects

Provides fun of play, helps to develop social behaviour, cooperation. Helps to train the coordination, motorics, attention, sensory system (touch),

References to the intervention or research project

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Website

http://www.symbiosiso.com/

Publication

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Keywords

Touch interactions