EMOCIONATEST: AN APP FOR THE ASSESSMENT AND PROMOTION OF THE EMOTIONAL COMPETENCE IN CHILDREN

DESCRIPTION OF THE TECHNOLOGY

Emocionatest is an application for smartphones and tablets that makes it possible to evaluate and improve the emotional competence of boys and girls between 3 and 12 years of age, especially in children with Autism Spectrum Disorder (ASD) but is also applicable to the child population in general. With the app it becomes possible to evaluate and treat delays and anomalies in boys' and girls' capacity to recognise and manage their emotions.

By combining the videogame desing with analytical logic and the data collection, *Emocionatest* becomes far more stimulating for children than the traditional psychological tests, and professionals can obtain relevant data automatically.

The app is structured at five levels of increasing difficulty:

- Recognition of facial expressions.
- Construction of facial expressions.
- Identification of emotions from common situations.
- Recognition of emotions based on cognitive experiences.
- Recognition of hidden emotions.

The application is totally visual, following the style used in a videogame, and the presentation of the items adapts to the rhythm of the student to help overcome the difficulties of working memory in these children. At each level, the youngsters interact with different screens that reproduce scenes or daily emotional episodes in the life of school-age boys and girls (for example, situations that can occur in the playground, in the park, in the supermarket, etc.). In these situations, the child has to be able to identify the emotions at play. *Emocionatest* allows early detection of those children with difficulties in identifying and managing emotions.

The app is designed to be administered individually in about 20 minutes (for evaluation purposes), depending on the age of the child and the difficulties displayed by them. Once the administration is over, the participant's answers -that is to say, the emotion or emotions the subject has chosen in each situation presented- remain stored in a database.

The app provides the professional with a manual to perform the assessment, containing instructions for each level and narrations that contextualise the situations with which the children are confronted at levels 3, 4 and 5. The manual also provides exercises and guidelines for the intervention.

MARKET APPLICATION SECTORS

The technology is useful for the following sectors:

- Education and school psychology: schools and specialists who take care of children with ASD.
- Hospitals and centres dedicated to the care of autistic patients (ASD).
- Research in developmental psychology and developmental disorders.

TECHNICAL ADVANTAGES AND BUSINESS BENEFITS

It is an app that introduces the child into the dynamics of a motivating game, in which the boy/girl perceives interaction with the test. The effort put into the graphic appearance and design make the tool very attractive to young people. On the other hand, there is no other specific, comprehensive tool on the market that has been validated for the evaluation of the emotional competence in normal population and ASD simultaneously. Its main advantages are the following:

- It allows a comprehensive profile to be obtained in terms of emotional competence of children, and to establish guidelines for intervention adapted to the actual competence of the child (to know what contents to work on in each case).

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- It adapts to the characteristics of children with neurodevelopmental disorders (provision of images, sequencing of the content, adaptation to the pace of the child) thereby helping them to overcome difficulties in information processing (attention, memory, language, etc.)

- It is motivating for youngsters because of the videogame format, which helps prevent them from becoming so distracted during the assessment/intervention (compared to other traditional methods).

CURRENT STATE OF DEVELOPMENT

The computer application is fully developed and ready for installation and use on iOS devices. The tool has been validated by field studies.

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Registered software

COLABORATION SOUGHT

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RELATED IMAGES

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