

The Pennsylvania Department of Education released preliminary results of a study which tested 4 types of video media used in helping educate children with Autism Spectrum Disorder (ASD). The findings? VTree, Inc's I-C-ME system easily held the attention of the subjects much longer than any other comparable program. The PDE also found that this attention engagement is essential for any type of learning.

The Pennsylvania Department of Special Education conducted a study in the spring of 2006 on the engagement potential of four different types of electronic screen media. Specifically, animated, students engaged in a familiar routine, persons involved in an immersive video game and real time immersion in the same program (I-C-ME) across a relatively diverse population of individuals with Autism Spectrum Disorder (ASD). The study found that all four types of video media can hold a student's attention for at least a short time, with **VTree's I-C-ME software** yielding the longest gaze duration. **The study acknowledges "The particular power of this (I-C-ME Software) to engage the attention of students with ASD"**. The study also found that engagement potential is necessary to help facilitate learning.

(The above content was taken from a 1 page preliminary report of the study. The full report has not been made available to the public as of this date. (Nov. 22, 2006)