

Consortium
Coordinator



Partners



Ειδικό Σχολείο Λευκωσίας

Interactive Opportunities

In order to raise greater awareness of the needs of young people with autism, the partnership of **AUTISM FIT** offers further opportunities for **training, education**, as well as **workshops** and **festivals**. They are open to both **young people with autism** and **youth volunteers/workers/parents**.



Find us on:



<https://autism-fit.eu/>

*“The greatest
wealth is health.”
—Virgil*



**Promoting the Inclusion
and Wellbeing of Youth
with Autism Through
Enhancing Digital
Innovation (VR
Simulations) and High-
Quality Youth Work**



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About the Project:

The AUTISM FIT project aims to **promote mental and physical health and wellbeing in young people with autism** with the use of **digital innovation (VR Simulation & MAKEY MAKEY kit)** and **gamification**.

As well as equipping young people with autism with the appropriate skills they require to achieve the above needs, AUTISM FIT aims to target **youth workers and parents** in order to provide them with the appropriate skills to support young people with autism.

Benefits of Gamification:

Gamification **enhances the learning environment** for young people with autism by **adding game mechanics in learning environments**. Benefits include:

- Increased cognitive development
- Increased physical development
- Creation of real-world scenarios
- Fun & interactive learning

VR Simulation:

VR Simulation aims to **promote physical health** in young people with autism, whereby they will be the **main characters of every game**, and each game will require the **completion of different physical activities**.



MAKEY MAKEY Kit:

The MAKEY MAKEY kit is an already existing tool which will be used to **develop several skills** in young people with autism such as **imagination, creativity, and problem-solving**.

The kit also aims to **promote healthy dietary habits** in young people with autism by **turning any object into touch sensitive interfaces**.

