

# Social communication in online Minecraft communities for children with autism

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#### **AUTISM:**

- As stated by the American Speech-Language-Hearing Association, people with autism have challenges with communication and social skills.
- Examples of challenges could include having trouble with understanding word meaning, forming friendships, and/or adjusting to change and variations within their environment.



- First person 'sandbox' game
  - Modes: 'Survival', 'Creative', Single or Multiplayer
  - Each mode gives players the ability to design and build their own world.
  - Offers many servers
  - https://www.minecraft.net/



- Server within Minecraft that gained traction due to players with autism being its target user demographic.
- <a href="https://www.autcraft.com/">https://www.autcraft.com/</a>

# Minecraft seems to provide a useful digital space where players with autism can connect and share with one another to engage in fun/functional collaborative play.

Ashley Zingillioglu and Erik X. Raj have no financial nor non-financial disclosers to report.

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## **METHODS:**

- Data and necessary information was gathered through reviewing and analyzing 27 published articles.
- Findings suggested positive outcomes such as enhanced learning abilities, instigated friendship through games, increased motivation in the classroom.

# **OUTCOMES:**

#### **Communication and Chat:**

- 1. Autoraft encourage other means of communication for neurodivergent individuals.
- 2. Minecraft and Autoraft has the potential to maintain friendships.
- 3. Minecraft and Autoraft advocates creativity above all else.

# **Understanding Norms and Following Rules:**

- 1. Rules on Autcraft encourage its players to express themselves.
- 2. Rules are moderated by staff and administration.
- 3. Removal systems are put in place if necessary.

## **Sharing, Collaboration and Teamwork:**

- 1. Children with autism are taught to express the appropriate emotion and reactions by the environment.
- 2. Working together helped neurodivergent players to be motivated to learn.
- 3. Through Minecraft, Autoraft supported the students' social interactions through their game avatars.