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Virtual Reality (VR) as a future platform for special needs children?

Recently, MindShine Technologies, alongside representatives from Collaborative for Educational Services (MA), ESU 13 (NE), Southwest Arkansas Education Cooperative and Harrison School District (AR) launched a development project to build lessons for early childhood, autism spectrum disorder (ASD) students, using VR as the delivery platform.

Many thanks to David Ludwig, ESUCC Executive Director; Angela Burke, Director of Professional Services/CTO, CES; Phoebe Bailey, Director, SWAEC; and Brigid Bright, Special Education Director, Harrison SD for their support.

It is an investment that everyone is making and we all believe in the potential of VR as a medium for helping autistic youngsters learn and grow.

We have assembled speech therapists, child psychologists, special education directors and classroom teachers all with valuable experience in working to improve the lives of ASD children.

Our team of experience educators will guide our development effort, checking our efforts every step of the way to insure lessons that make a difference.

We are targeting the delivery of the first lesson in time for several summer school programs focused on autistic students. We will have periodic updates to AESA members interested in this project. Please send us an email if you have interest in receiving these updates.

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