Abstract

Engaging in social interaction is an inevitable element of daily life for human beings. Positive interpersonal relationships are important for both the physical and emotional well-being. Nowadays, when a child lacks these so called social skills, a social skills training is the most common treatment. However, current social skills trainings have been proven not to be very effective. Therefore, a research has been set up to discover if a social skills training can be improved and be made more intelligent using Artificial Intelligence. A social skills training has been created in Virtual Reality and tested on children. The analysis of the data of the used heart-rate meter, GSR meter and questionnaire lead to the conclusion that the Virtual Reality social skills training can measure when a child is experiencing tension but it can not yet be concluded if the reaction of the training to this is useful.