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# Emotion recognition and expression in autism spectrum disorder: Significance, complexity, and effect of training

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Emotion recognition and expression in autism spectrum disorder:  
Significance, complexity, and effect of training

THESIS FOR DOCTORAL DEGREE (Ph.D.)

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*To Johanna, Pontus and Majken*

## **ABSTRACT**

The overall scientific aim of this thesis is to examine emotion recognition in children with Autism Spectrum Disorder (ASD), its specificity to ASD and connection to other cognitive functions, as well as to map the effects of previous and novel emotion recognition and emotion expression training programs in children with ASD across cultures. Emotion processing training in ASD is a potentially valuable tool to improve the lives and outcomes of children with ASD, but it has been lacking an adequate scientific preparation, content and motivational design, as well as high-end technical expertise.

In study I, we review the existing randomized controlled trials on emotion recognition training for children and adolescents with ASD, focusing external validity, a largely aspect in the area. External validity is significant to evaluate for several reasons. First, emotion recognition training approaches have been diverse, and ASD forms population a heterogeneous population. Second, children and adolescents with ASD often have difficulties with generalizing knowledge from the training context to new situations, and it is not clear how this is reflected in the results of the various emotion recognition training programs. Third, emotion recognition training is often performed using computerized programs in controlled settings, raising questions about the extent to which the effects translate to everyday situations. The systematic review demonstrated few indications to presume that current emotion training programs generalize outside of the training setting into everyday life social interactions. This review highlights the need to focus on external validity in future emotion recognition training studies, and to improve reporting of these aspects.

Study II examined basic facial affect recognition in well-matched samples of children with ASD, Attention-Deficit Hyperactivity Disorder (ADHD) and typical development using the computer-based FEFA-2 test. We examined accuracy and response times for general and specific facial affect recognition skills in whole face and eye-region stimuli. The ASD samples performed inferior to typical developing controls. There were no difference between the ADHD sample, on one hand, and the ASD and typical sample, on the other. In the clinical samples, particularly the ADHD sample, cognitive distractibility explained a substantial proportion of variance of basic facial affect recognition performance. This research largely confirms previous findings on emotion recognition in ASD, and aspects of specificity compared to ADHD, a neurodevelopmental condition overlapping with ASD. Importantly, the study shows that performance on emotion recognition tasks is not only

depending on pure emotion recognition capacities, but is also largely influenced by other cognitive functions.

Study III explored cultural differences in emotion recognition in children with ASD and typically developed children. Compared to many previous studies, differences in recognizing emotion expression was tested in three modalities of basic and complex emotion processing, namely in face, voice, and body language including gestures. These expressions were also examined in integrated form using complex social scenes. The study was conducted across three countries and cultural contexts: Israel, United Kingdom and, and Sweden. Children with ASD showed impairments in both basic and complex emotions on all three modalities and their integration in context compared to typically developing matched control children. Both children with ASD and typical development performed better on basic than complex emotions. Cross-cultural differences were limited to some face and body stimuli, indicating high cross cultural comparability of emotion recognition findings.

Study IV included a cross-cultural evaluation of the effects of the serious game “Emotiplay” in ASD on emotion recognition skills, and parent-reported autism symptomatology and adaptive skills in United Kingdom, Israel and Sweden. Emotion recognition tasks comprised face, voice, body, and integrative social scenes. Children used Emotiplay 8-12 weeks in a home setting. In the United Kingdom children were tested pre-post, while children in Israel and Sweden were randomized to training or a waiting-list control group. Results showed improvements in emotion recognition regarding body language and integrative tasks as well as adaptive socialization in the United Kingdom site. In Israel and Sweden, the active groups improved more than controls on all emotion recognition outcomes. There was also an effect on autism related symptoms in the sample from Israel.

Findings support the feasibility and usefulness of serious gaming to enhance emotion recognition and possibly reduce autism symptoms and socialization issues in autistic children. Emotiplay was found useful across three cultures. Still, future research and follow-up studies are needed to determine long-term effects and evaluate its impact on real life situations.

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- III. Fridenson-Hayo, S., **Berggren, S.**, Lassalle, A., Tal, S., Pigat, D., Meir-Goren, N., ... & Golan, O. (2017). 'Emotiplay': a serious game for learning about emotions in children with autism: results of a cross-cultural evaluation. *European Child and Adolescent Psychiatry* [Mar 8, Epub ahead of print].
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## **LIST OF ABBREVIATIONS**

ABAS-2	Adaptive Behavior Assessment System, Second Edition
ADHD	Attention Deficit/Hyperactivity Disorder
ADI-R	Autism Diagnostic Interview-Revised
ADOS-2	Autism Diagnostic Observation Schedule-Second Edition
AE	Autism-Europe
APA	American Psychiatric Association
ASD	Autism Spectrum Disorder
CAST	Childhood Autism Spectrum Test
CPT-II	Conners' Continuous Performance Test II
DSM	Diagnostic and statistical manual of mental disorders
DSM-IV-TR	Diagnostic and statistical manual of mental disorders-Fourth Edition-Text Revision
EE	Emotion expression
EEG	Electroencephalography
EP	Emotion processing
ER	Emotion recognition
FAR	Facial affect recognition
FEFA	Frankfurt Test and Training of Facial Affect Recognition
fMRI	Functional Magnetic Resonance Imaging
ICD-10	International Classification of Diseases-Tenth Edition
ICF/-CY	International Classification of Functioning, Disability and Health/-Version for Children and Youth
ID	Intellectual Disability
IQ	Intelligence Quotient
K-SADS-PL	Kiddie Schedule for Affective Disorders and Schizophrenia for School Aged Children - Present and Lifetime version
MeSH	Medical Subject Headings
MRI	Magnetic Resonance Imaging
NDD	Neurodevelopmental Disorders
PDD-NOS	Pervasive Developmental Disorder Not Otherwise Specified
RCT	Randomized Controlled Trial
SG	Serious Game

SBU	Swedish Council on Health Technology Assessment
SC	Social Cognition
SCID	Structured Clinical Interview for DSM-IV
SRS	Social Responsiveness Scale
TD	Typically developing
ToM	Theory of Mind
UK	United Kingdom
USA	United States of America
VABS-II	Vineland Adaptive Behavior Scale-Second Edition
WHO	World Health Organization
WISC-IV	Wechsler Intelligence Scale for Children-Fourth edition

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# 1 INTRODUCTION

## 1.1 Autism Spectrum Disorder

Neurodevelopmental disorders (NDD) is an umbrella term<sup>1</sup> for conditions arising from disruptions or extreme variations of the maturation, architecture, and functioning of the developing brain. NDD affect cognition and behavior, persistently reduce functional adaptive skills and quality of life, and are associated with increased mortality<sup>2,3,4</sup>. Autism spectrum disorder (ASD) is a diagnosis under the NDD umbrella. ASD has a phenotypically heterogeneous presentation, defined by impairments in social communication and interaction alongside repetitive, stereotypic activities and interests, as well sensory processing alterations<sup>1</sup>. ASD was described in the 1940s by Leo Kanner<sup>5</sup> and Hans Asperger<sup>6</sup>. Leo Kanner specifically described ASD as an “*example of inborn autistic disturbances of affective contact*”, clearly stating that emotion processing challenges are part of ASD. The core description has remained quite stable over time, while views on its causes have been shifting. Before more recently, research has often been monodisciplinary, focusing on rather narrow aspects of genetics, environment, biological processes or behavioral outcomes. Research has also mostly investigated ASD categorically, rather than dimensionally. Today’s evidence recognizes ASD to have multiple, complex and sometimes unique individual causes, including both genetic and environmental determinants.<sup>7,8</sup> In addition to clinical phenotypes, broader phenotypes of the disorder and traits of autism are presumed to exist, the latter not only being heritable, but also continuously distributed in the general population. Research indicates that dysregulation of epigenetic markers or mechanisms, such as DNA methylation, play an important role in the inception and lifelong modulation of neurodevelopmental processes in ASD.<sup>9</sup> The systemic and central nervous system pathophysiology in ASD is consistent with possible oxidative stress, neuro inflammation, and mitochondrial dysfunction that are likely to be caused by the environment.<sup>10</sup> Environmental factors that act via epigenetic mechanisms are potentially reversible. Discoveries from different disciplines have found disruptions of key biological pathways in NDD, such as catecholaminergic imbalances, glutamatergic synapse function, chromatin modelling, and ion channel pathways. Complex genetic fundamentals issues, along with bioenvironmental factors, act as assumed to act at etiological triggers.<sup>24</sup> Neurobiological and cognitive evidence indicate ASD is a condition of altered neuronal-cortical organization and connectivity, which causes deviant executive bottom-up/top-down functioning and social cognition.<sup>25</sup> This subsequently leads to the clinical phenotypes and functional impairments in a broad range of adaptive skills.<sup>26,11,12,13</sup> Recent studies have also revealed that the gut microbiota has wider effects on physiology and development than originally believed, including early-life

programming of brain circuits,<sup>14</sup> including those associated with ASD.<sup>15</sup> Key cognitive alterations converge around limited social cognition, executive function, and top-down information processing in ASD.

### **1.1.1 Prevalence and Comorbidity**

Current international epidemiological research suggests that around 1 to 2 % of the general population is affected by ASD,<sup>8,16,17,18</sup> with females probably being less often affected than males (sex ratio 1:2-4). However, females might be underdiagnosed, as diagnostic criteria traditionally focus on the phenotype in boys. If girls are diagnosed with ASD, they are often more severely affected (including higher co-existence of mental retardation). Certainly, potential gender specificities are understudied, and unfortunately, research on ASD is still somewhat biased by male evidence. There has been a steady increase in prevalence of ASD in the last decades, but particularly last 10-15 years. The increase could be explained by changes in how ASD has been defined and interpreted, destigmatizing, improved support systems, and increased awareness<sup>19,20</sup>. Psychiatric and somatic comorbidity is common in ASD, with intellectual disabilities (ID), Attention Deficit Hyperactivity Disorder (ADHD), and epilepsy being amongst the most frequent co-existing complications<sup>21,22</sup>. ASD is currently not curable, but malleable to a certain degree to prevent worse outcomes<sup>23</sup>

### **1.1.2 Functioning**

ASD challenges the ability to meet age appropriate developmental demands, from everyday interaction with family members, peers, and teachers. These functional difficulties increase the risk of social exclusion.<sup>27</sup> Children with ASD experience rejection, bullying and isolation.<sup>28</sup> In the long run, these circumstances significantly reduce education and occupational attainment, independent living,<sup>29</sup> social networks, intimate relationships and increase the likelihood of mental health problems, such as anxiety and depression. It is therefore of paramount importance to as early as possible attend to the social communication difficulties that individuals with ASD experience. Indeed, intervention studies of ASD have shown that the earlier support is provided, the better the reachable treatment outcome.<sup>30</sup> While the conceptualization of ASD is dominated by its definition in diagnostic manuals, such as the DSM-5, individual functioning can only be understood appropriately by assessing personal resources and context. For this purpose, the International Classification of Functioning, Disability and Health for adults, as well as its version for children and youth [ICF/ICF-CY]<sup>31,32</sup> has generated by the WHO.

### **1.1.3 Diagnostics**

ASD is a clinical diagnosis based on history taking, behavior observation and informant reports. Nevertheless standardized instruments are increasingly used not only in research, but also practice, and often part of guidelines for assessment. DSM-5 explicitly recommends the usage of validated tools. Two of the most widely used scales are the Autism Diagnostic Observation Scale-2 (ADOS-2)<sup>34</sup>, an observation instrument, combined with the Autism Diagnostic Interview – Revised (ADI-R)<sup>35</sup>, an investigator-based -structured interview. Both instruments are well studied and have shown good psychometric properties<sup>36</sup> especially when applied complementary. The instruments combine caregivers’ views on early development, symptoms of social reciprocity, communication, repetitive behaviors and interests, together with an observation of an individual’s behavior in a naturalistic setting by an expert. Experimental evidence suggest, that diagnosing ASD might possible from age of 12 months,<sup>37</sup> but in most cases children are much later, and early detection screening tools for young have demonstrated limited specificity and sensitivity<sup>38</sup> for ASD.

### **1.1.4 Intervention**

Current interventions for ASD are not targeting its potential causes, but focus on providing learning opportunities, train skills and to create friendly environments to facilitate social communication, reduce dysfunctional behaviors, and increase adaptive capacities to avoid negative consequences. Early intervention and early detection are favorable to improve long-term outcomes<sup>40</sup>. Interventions setting in ASD should be multiple and naturalistic and include preschool/schools, home, and workplace. Interventions should also include a multitude of significant individuals of the environment, such as parents, siblings, other relatives, spouses, and teachers. Treatment is not only provided to the individual with ASD, but, importantly includes psychoeducation and skilling-up of parents and other caregivers.<sup>41</sup> Still, the evidence base for the majority of treatments in ASD is insufficient, with a lack of large randomized trials and long-term outcome assessments. In general, it is presumed that many individuals on the spectrum ASD will need or benefit from at least some form of lifelong support<sup>42</sup>.

## 2 SOCIAL COGNITION

ASD is coined by an array of cognitive alterations, often summarized in terms of executive malfunction, weak central coherence and social cognition (SC). Executive malfunction comprises a set of affected cognitive control processes that are essential for self-regulation, goal directed behavior, and foresighted planning. Dysfunctions in executive functions have been regularly reported in ASD. In a recent review<sup>81</sup> by Craig and colleagues, children with ASD showed deficits in the areas of cognitive flexibility and planning and the study also provided further support for more deficits in cognitive flexibility in ASD than in ADHD. Executive challenges may cause substantial difficulties to cope with demands in school, work and social context for the individual with ASD<sup>82,83</sup>. The weak central coherence account of ASD tries to understand autism beyond executive and social challenges, by introducing the dimension of cognitive style. According to the model, today also labeled as attention to detail or local bias theory, individuals on the autism spectrum, by default, focus use a perceptive style the preferring detail over gestalt and context.<sup>80</sup>

SC is an umbrella term encompassing a multitude of social information processing components enabling to understand or reasoning about others and one's own feelings, thoughts, and intentions. SC is important for successful social reciprocity, social interaction, and acquisition of social skills<sup>73</sup> SC is crucial to understand how other people are trying to communicate in social interactions, to attend to socio-emotional cues, interpret them correctly and respond appropriately. Thus, SC skills plays a major role in everyday life and in psychosocial outcomes. The functional neuroanatomy of SC comprises the medial prefrontal cortex, superior temporal sulcus, temporo-parietal junction, temporal poles, amygdala, and insula. These areas might summarized to different networks: the amygdala network, the theory of mind (ToM)/mentalizing network, the mirror neuron network, and the empathy network<sup>44</sup>. SC is composed of several subcomponents, such as social perception, social orientation/attention, metalizing/theory of mind, cognitive and emotional empathy, and emotion recognition (ER) and emotion expression (EE) abilities.<sup>43</sup> Emotion and cognition are often blended in a social interaction<sup>45,46</sup>. SC includes both unaware and fast implicit, as well as aware and slow explicit aspects, with implicit SC processing being particularly challenging in ASD.



## 2.1 Social cognition in ASD

Theory of mind (ToM) is a term that describes the ability to conceive mental states (what other people know, want, feel, or believe). Baron-Cohen 1985 and colleagues tested the “mindblindness” theory of autism. They wanted to see if the children with autism lack ToM. Later research<sup>75</sup> supports such impairments and suggests that empathizing plays a major role when it comes to the ability to attribute mental states to oneself and others. In fMRI studies, altered activity has been noted in tempo parietal regions of children with ASD. In general, TD children perform better than children with ASD on ToM tests. However, research<sup>76</sup> also reports that individuals with high functioning ASD have compensatory strategies to solve problems requiring ToM ability. Recent studies<sup>77</sup> shows that as individuals with ASD become adults, they may no longer fail ToM tests and that supports Kuusikko and colleagues<sup>72</sup> that found that, difficulties in interpretation of emotional expressions among children with ASD might decrease with age. Researchers tracked eye gaze and concluded that these adults did not show an anticipatory eye gaze based on false belief. It is possible that a fundamental dysfunction in understanding others mental states may result in difficulties for individuals with ASD in all related tasks, including inferring or recognizing what another is thinking from a facial expression. However, studies do find that individuals with ASD may pass mindreading tasks and that the difficulty may be related particularly to task complexity. Studies<sup>78</sup> on adult individuals with ASD indicate worse performance than TD individuals on emotion recognition in faces, body movements, as well as in a voice emotion-labeling task. It might be argued that this behavioural pattern across modalities suggests an emotion processing impairment. Such impairment may result in the atypical facial emotion recognition in ASD rather than another cognitive dysfunction. However, difficulties in social interaction and communication are defining features of ASD, and associated with ER challenges, although they are neither universal, nor specific to ASD. ER alternations have been demonstrated in Williams’s syndrome<sup>47</sup>, language disorder<sup>48</sup>, schizophrenia<sup>49</sup>, psychopathy<sup>50</sup>, conduct disorder<sup>51</sup> and dysthymia.<sup>52</sup>, why they may present a broader difficulty typical of many neurodevelopmental, psychiatric and genetic syndromes.<sup>53</sup>. Still, evidence for ER challenges is probably most robust for ASD. Early work by Hobson and colleagues<sup>55,56</sup> showed that reading emotions is one of the core deficits in ASD, along with problems matching body actions with facial expressions<sup>57,58,60</sup>. Studies examined difficulties in interpretation of ER in face, voice, and body language in ASD, and some found deficits, but the results were mixed<sup>61,62,63</sup> while other studies<sup>64,65</sup> found a range of cognitive problems that may moderate ER deficits in ASD. Other studies shows that individual ER problems are not

universal for ASD<sup>54,66</sup>. On the contrary, they show that 10 to 70% have difficulties in emotion labelling and it is still unclear if these difficulties are affecting the whole spectrum of affective states or just basic emotions<sup>67</sup>, complex emotions<sup>68</sup>, subtle emotions<sup>69</sup> or single emotions<sup>70,71</sup>. Nevertheless, Lozier and colleagues showed in a meta-analysis<sup>60</sup> comprising 43 studies with a total of N = 1,545 participants (ASD = 791, controls = 754) that ASD overall is associated with ER and EE problems even after correction for IQ and age.

### **3 EMOTION RECOGNITION**

#### **1.1.1 Facial affect recognition**

The recognition of facial expressions of emotion is an important part of social communication and interaction in humans, and allow insight to others internal processes. Facial affect recognition (FAR) is the ability to access the meaning of facial expression in terms of the emotional states in others. As the face is an essential source of information in social interactions, the ability to appropriately read and respond to the facial expression of others is essential for successful participation in everyday social life.<sup>84</sup> In the brain, FAR is connected to amygdala function and cortical areas, such as the fusiform face area<sup>85</sup>. A large number of neuroimaging studies have investigated the face processing and face recognition impairment in ASD and revealed an altered functioning of visual association cortices specialized for faces<sup>96</sup> Several reviews and meta-analyses of FAR in ASD were conducted in recent years<sup>54,66</sup> While the results generally support FAR problems in ASD, the evidence is not fully consistent. Early studies<sup>85</sup> suggested that general ER deficits had a central role to explain symptomatology in ASD. Other studies tried to scrutinize whether challenges were specific to certain emotions rather than universal (e.g., fear, anger, and disgust<sup>86,87,88</sup> general facial ER,<sup>89</sup> complex emotions,<sup>90</sup> and subtle emotions)<sup>91</sup> and the degree of ASD specificity<sup>92,93</sup> Overall behavioural research suggests some more specific ASD-related FAR impairments in the area of negative, subtle and complex emotions<sup>94,95</sup> FAR task performance might be influenced by many factors in ASD and elsewhere, for instance presentation duration of FAR stimuli, IQ and age. The limited available evidence shows that short duration of FAR stimulus presentation is correlated with worse performance, indicating a speed component in FAR processing in ASD.<sup>97,98</sup> Moreover, a recent meta-analysis<sup>60</sup> concluded that ASD is associated with FAR difficulties across multiple expressions, even after correcting for IQ and age, and both for accuracy and response times.<sup>99</sup>

### **3.1 Tone of voice recognition**

Like FAR, recognizing voices and their affective content plays an important role in social communication, research is far more sparse than FAR in ASD. For instance, neural mechanisms of voice processing in ASD are largely unknown. The few available behavioral studies suggest impairments in detecting the affective content of voice in ASD.<sup>100</sup> Additional investigation of emotion in voice recognition is desirable, and challenges in the area are clearly socially restricting<sup>101</sup> and associated with the core deficits of ASD.

### **3.2 Body language and gestures**

An important channel for emotion expression is body language that includes gestures and postural changes. Early development studies show that young infants as young as 12 months preferably orient to human biological motion<sup>109</sup> while children with ASD show difficulties discriminating biological from non-biological motion.<sup>110</sup> At age four typically developing children can use body language for social communication purposes. Studies on body language in ASD are rare, but existing evidence suggest that children with ASD have difficulties recognizing bio motion indicative of affect,<sup>111</sup> and interpreting body language.<sup>112</sup>

### **3.3 Multi modal emotion processing**

Perhaps not surprisingly, in addition to unimodal emotion processing challenges, there is evidence that individuals with ASD show difficulties integrating information across face, tone of voice and body language modalities.<sup>102,113</sup> Unfortunately, multimodal emotion processing in ASD has only been studied weakly. It is known from anecdotal accounts, that individuals with ASD have problems inhibiting sensory and irrelevant surrounding information, which may cause an overload of information, and can fuel dysfunctional outcomes. Many of the atypical perceptual experiences reported by people with ASD may stem from the inability to efficiently filter, process, and integrate information from different modalities when presented simultaneously.<sup>103</sup> Most studies that examined multimodal processing have focused on the integration of auditory and visual social stimuli linked to communication, such as speech and its corresponding lip movements.<sup>104</sup> The results of most of these studies indicate that the ability to integrate audiovisual social stimuli is impaired in individuals with ASD<sup>105</sup>. On the other hand, there is little research on the integration of information from facial expressions and body language. Multimodal integration emotion recognition studies have revealed that presenting emotional cues in different channels does not necessarily help, and may even hamper the ability of individuals with ASD to recognize emotions and mental states.<sup>106</sup> Previous studies of

multimodal emotion recognition in ASD have shown deficits in adults<sup>107</sup> and in children<sup>108</sup>. However, the stimuli presented in these studies included verbal content, in addition to the visual and auditory emotional cues, which might have biased findings, owing to language problems frequently observed in ASD.

### **3.4 Impact of emotion recognition deficits**

#### **3.4.1 Social and work**

People on the autism spectrum ASD are disadvantaged when it comes to meeting the general demands of society. Consequently, many individuals with ASD have difficulty coping with reaching a minimum level of social integration that allows satisfactory quality of life.<sup>113,114</sup> Deficits with reading and expressing emotions in facial affect, tone of voice and body contribute to the risk of social exclusion, peer rejection, bullying and isolation.<sup>115</sup> In the long run, these negative social experiences may contribute to low occupational attainment, poor social relationships, and an increased risk of psychiatric disorders.<sup>116, 118</sup> Furthermore, studies that followed individuals with ASD demonstrate that a majority of young adults with ASD have difficulty establishing romantic relationships or meaningful relationships later in life.<sup>117</sup> Adults with ASD report a lower degree of self-determination, independence from family, and self-confidence to make their own decisions.<sup>119</sup> Often adults with ASD remain dependent on relatives for daily functioning in comparison

### **3.4.2 School and peers**

Children spend a great deal of their day at school, but many schools lack conclusive concepts for the inclusion of children with ASD. School concepts for successful inclusion should take into account the emotion processing challenges of ASD, as children with difficulty in emotional recognition have more difficulty interacting socially that increase the risk of isolation and feeling alone.<sup>122</sup> Children and adolescents with ASD who do not receive adequate intervention have a greater risk to develop secondary psychiatric conditions such as depression, obsessive compulsive disorder, anxiety and social phobia.<sup>123,124</sup> Existing school-based services for ASD are generally not evidence-based, and do not systematically target social skills, despite the fact that peer problems and peer rejection are high in ASD. Difficulties in emotion recognition and more generally social skills are important negative factors in a child's development and ability to perform at school. Strong social skills predict less internalizing and externalizing symptoms in classrooms,<sup>127</sup> whereas poor social skills increase the risk for anxiety and depression<sup>128</sup>. Various interventions have been proposed to promote prosocial behaviors in ASD to improve social inclusion, school refusal, school performance, and wellbeing. Among those, social skills training has attracted the most attention. Social skills trainings usually comprise a wide range of education methods such as social stories, video modeling, social problem solving, scripting procedures, and peer-mediated interventions.<sup>129</sup> However, the implementation of educational intervention tailored for people on the spectrum is still largely in its infancy. In a review of the literature, Parsons and colleagues<sup>130</sup> stress the continuous need for detailed manuals, long term studies, real life outcomes and innovative research strategies to establish pragmatic procedures and treatment that works for children on the spectrum at school.

### **3.4.3 Parents**

Parenting a child with ASD has an huge impact on everyday life, including the potential for lower incomes, heightened stress, poorer health, unemployment, and divorce.<sup>131,132</sup> Parents are forced to spend large amounts of time seeking, applying for or coordinating support and attending meetings within the health care providers, schools and other community services. There are different calculations on economic costs for an individual with ASD, and this may be compounded with the existence of other mental health issues. The economic costs have been estimated to be 10-15 million Swedish Crowns over a lifetime for an individual with ASD<sup>133</sup>. Due to these high economic costs, ASD is public health issue that affects, not individuals their immediate families and environment, but the entire society and the planning of educational, health care other support systems.

### **3.5 Training emotion recognition**

Increasing diagnoses rates of ASD requires greater resources by health care and other support providers. At present, many countries across Europe - and globally - lack an adequate policy response to the needs of this growing population of young people. Therefore, there is an urgent need to seek new and innovative methods for approaching children with ASD and for fostering their integration into society. A solution may be found in innovative information and communication technology (ICT), carrying the potential to provide state-of-the-art, economically sound and quality ensured support online. Computerized environment have been shown to be especially appealing to individuals with ASD, due to its predictable, controllable and structured nature<sup>134</sup>, which comply with a systemizing mind-set that has been associated with ASD. Systemizing is the drive to analyze or build rule-based systems, allowing one to predict the behavior of the system and control it. In contrast to their socio-emotional difficulties, individuals with ASD have intact and sometimes superior systemizing skills<sup>135</sup>. The attraction to systems is apparent in circumscribed interests in ASD<sup>136</sup>, such as mechanics, and computers. Such areas and activities are attractive to many people on the spectrum because they are systematic, and therefore predictable. These special interests could be harnessed when teaching children with ASD, in order to keep them intrinsically motivated<sup>137</sup>. Motivation is indeed a major challenge when teaching socio-emotional communication skills to children with ASD. Whereas the motivation for social communication and interaction increases for adolescents<sup>138,139</sup>, implicit social motivation is usually lower in children with ASD<sup>140,141</sup> and their interest in such training needs to be initiated and retained externally<sup>142</sup>. As noted above, harnessing the child's circumscribed interests when teaching socio-emotional communication may assist in raising interest and motivation<sup>143,144</sup>. There is also a need to better understand how children with ASD decode emotional expressions in order to develop more effective intervention programs that capitalize on their skills and facilitate their abilities to interact with others. Different kinds of training programs and ICTs aiming to increase ER ability in individuals with ASD have been being developed at a rapid pace. Most programs are computer based and generally aimed at specific tasks (e.g., recognition of facial expressions from stills).

### **3.6 Emotion recognition training**

There are currently different programs used in clinical and home settings to train emotion recognition, such as : Emotiplay<sup>145</sup> (training the recognition of emotions from facial expressions, vocal intonation, body language, and their integration), the Frankfurt Test and Training of Facial Affect Recognition (FEFA) (training of emotion recognition from photographs of facial expressions and strips of the eye region)<sup>146</sup>, the Emotion Trainer (teaches emotion recognition from facial expressions)<sup>147</sup>, Let's Face It! (teaches emotion and identity recognition from facial expressions),<sup>149</sup> and Mind Reading (an interactive guide to emotions that teaches recognition of emotions and mental states).<sup>108</sup>

#### **3.6.1 Serious gaming**

Most serious games (SG) are implemented in computerized environments. Owing to their mostly predictable and consistent nature, being free from immediate social demands and stressors, they are assumed to work well for individuals with ASD. SG are designed for learning skills that are difficult and do not make rewards easy for the users<sup>150</sup>. SG intent to be goal directed and rewarding at the same time, with a step-wise and tailored increase of difficulty level of <sup>152,153</sup>. SG allow the user to repeat the lesson over and over, and the user can work at their own pace and set the level of understanding.

#### **3.6.2 Effects of training emotion recognition**

A multitude of studies have attempted to determine the effects of emotion processing training, predominantly facial affect recognition.<sup>154,155</sup>. Fletcher-Watson and colleges evaluated the effects of 22 randomized controlled trials (RCTs) on emotion recognition and theory of mind programs in a meta-analyses<sup>156</sup>. Despite remaining questions of generalizability and long-term outcome, the preliminary results from the analyses confirm that individuals with ASD benefit from ER training.

### **3.6.3 Generalization and external validity**

Aside from significant improvements on taught material, most studies did either not systematically test external validity or reported limited generalizability from the curriculum situations to new material and beyond. However, successful implementation and judicious use of the interventions require reliable judgments about generalizability across different populations, training programs, and settings. It is also of great importance to clarify to what extent the training effects are translated into social skills in real-life situations, which presumably is the ultimate objective for the person undertaking the training.

### **3.6.4 Technology advancements**

The expanding awareness of ASD and a steady climb of diagnoses rates of ASD around the world calls for more sophisticated intervention tools. Innovative technology has been a fast growing area and includes interactive technology, games, and other personalized advanced material for individuals with ASD.<sup>157</sup> Different kinds of game-based learning platforms with a purpose to teach ER, social skills, therapeutic, educational tools and other important skills for solving everyday challenges are part of a rapidly growing field. Technology can provide cognitive and perceptual stimulation to prepare for interpersonal contact<sup>158</sup> and taking contact with peers starting in a socially safe environment. In effect they can generate a sense of self-efficacy thereby lifting self-esteem.<sup>159</sup> It is well known that individuals with ASD prefer technology as a way to communicate, or on their spare time<sup>160</sup> or as support in a school environment.<sup>160</sup> However there are also some challenges using technology, including demands on technical ability, conceptual and vocabulary knowledge, motor skills, as well as risks, such as the possibility of over-use, diversion from other activities, and exposure to unproductive or inappropriate contents.



## **4 AIMS AND RATIONALE**

The overall scientific aims of this thesis are to (i) compare emotion in children with ASD to typically developed children, and those with a diagnosis of ADHD, (ii) to examine factors moderating ER test performance, (iii) to review the emotion recognition training literature regarding aspects of external validity, (iv) to evaluate the effects of ER and emotion expression training in ASD using a serious game, and to (v) examine the cross-cultural validity and applicability of the training and potential cross-cultural differences in ER. The study conducted to reach these aims are fill several research gaps. The review is the first of its kind, and the comparative ASD versus ADHD study is the first to take into account for effects of potentially confounding executive function effects. Training studies are the first to investigate the effects of a serious game on emotion processing in ASD and its broader effects on autistic traits and adaptive behaviors in multi-cultural setting and design.

### **4.1 Study I**

The objective of the first study was to systematically review the existing RCTs on ER training for children and adolescents with ASD, with a specific focus on external validity. While internal validity traditionally has been prioritized in studies evaluating interventions, external validity has often been neglected. More particular, there are several compelling reasons to examine this aspect closely. First, the examined ASD samples and interventions techniques are heterogeneous. Second, children and adolescents with ASD often have difficulties with generalizing skills among different situations, and it is not clear how this is reflected in the results of ER training studies. Third, ER training is often performed using computerized programs in controlled settings, raising questions about the extent to which the effects are translated to everyday social skills.

### **4.2 Study II**

The second study is a comparative study that examined facial affect recognition performance (accuracy and response times) for basic emotion in whole face and eye-region stimuli. This study was done by exploring the mediating effects of attentional functions and social communication problem severity in participants with ASD, ADHD, and TD. The main objectives were to determine the specificity of FAR challenges in ASD compared to ADHD for global and specific basic emotion detection, and to evaluate the influences other yet unstudied factors on FAR performance.

### **4.3 Study III**

The scientific knowledge about cultural differences and similarities in ER is limited. The aim to this study was to compare different emotion modalities, both basic and complex emotions, in three countries: Sweden, the United Kingdom and Israel, in order to determine cultural similarities and differences of emotion recognition in children with ASD.

### **4.4 Study IV**

This study tested the effects of Emotiplay, a serious game, on emotion recognition skills, autistic traits and adaptive behaviors children with ASD across three different countries: Sweden, Israel and UK. The study used a one-group pre-post design in the United Kingdom and randomized controlled design in Israel and Sweden.

## **5 DESIGN**

### **5.1 ASC Inclusion project**

All studies composing this thesis focus on emotion recognition and emotion expression in children with ASD. Two of the studies examine emotion processing performance and cultural differences using the newly developed serious game “Emotiplay”. These studies III and IV were part of the ASC-Inclusion project (ASC-inclusion.eu).<sup>162</sup> A multi-disciplinary research team was assembled for this project and consisted of leading researchers in the field of ASD and ICT-based human machine interaction solutions. The researchers were from seven different universities around Europe: Autism Research Centre (ARC) at Cambridge University (UCAM), UK, Cambridge Computer Lab (UCAM-CL), UK, KIND at Karolinska Institutet (KI), Sweden, and Bar-Ilan University (BIU), Israel, , Technische Universität München (TUM), Germany, and the University of Genova (UNIGE), Italy. Other partners were the Gaming development company , Compedia (COMP), Israel, and the stakeholder interest organization Autism-Europe (AE). The main purpose to this project was to collaborate on building an internet-based interactive serious game platform for emotion recognition and expression training for children with ASD. The game should combine several state-of-the-art technologies in one comprehensive game environment. The resulting game, “Emotiplay”, former named ASC-Inclusion” has not yet reached its full potential, as especially training modules for emotion expression in terms of gestures, facial, and vocal expressions are still being developed. Nevertheless, the current game consists of a rich variation of emotion recognition training games, animations, video clips, and audio clips. Though designed to assist children with ASD, Emotiplay can also serve other groups with emotion processing challenges, such as children

with learning difficulties<sup>163</sup>, ADHD<sup>164</sup> behavioral and conduct problems<sup>165</sup>, or socio-emotional difficulties<sup>166</sup>. Twenty common emotions (i.e., kind, unfriendly, joking, hurt, jealous, interested, bored, worried, frustrated, ashamed, proud, surprised, excited, disappointed happy, sad, afraid, angry, disgusted, and sneaky) had been a priori and scientifically rigorously empirically derived as the most important emotions for social interaction in daily living as identified by ASD patients, parents, and experts.<sup>167</sup> These emotions served as the general educational content within the ASC-Inclusion platform.

### **5.1.1 Study I**

A systematic review of RCTs on ER training for children and adolescents with ASD, focusing on the generalizability of behavioral outcome related to ER or social skills. Seven databases (i.e., Cochrane; Medline; Embase; Cinahl; Psychinfo; Social Services Abstract; ERIC) were searched up until November 2015 using Medical Subject Headings (MeSH) and relevant text word terms. Two independent researchers conducted the study selection and data extraction. A checklist<sup>168</sup> was used to identify information about determinants of external validity with respect to five overarching themes (i.e., interventions, treatment providers, populations, contexts, and outcomes).

### **5.1.2 Study II**

This study compared accuracy and response times for general and specific FAR in whole face and eye-region stimuli using a quasi-experimental, ex-post facto, case-control design. The study tested if accuracy (no. of correct answers) and response time differed between groups (i.e., ASD, ADHD and TD). FAR was assessed in matched samples of children and adolescents with ASD, ADHD and TD. Severity and confounding effects were controlled by matching the groups in sex, age, and IQ. Basic FAR was tested using FEFA, attention was tested using the computerized Connors' Continuous Performance Test II Version (CP II), and social communication was measured using Social Responsiveness Scale (SRS). Two clinical psychologists assessed both TD children and the children with ASD and ADHD. The TD children were assessed within the school and the ASD and ADHD children were assessed in the clinic.

### **5.1.3 Study III**

In this study, children with high-functioning ASD and TD children were compared on four different ER tasks. The samples were matched for age, sex, and IQ, and recruited from three different countries (i.e., Sweden, Israel and UK). The ER tasks examined recognition of basic and complex emotions. The tasks were voice recordings, videos of facial and bodily expressions, and multimodal EE and ER in context. The instruments used were FEFA for facial recognition and the Emotion recognition battery. The tasks were performed within the clinic and clinical psychologists assessed the children.

### **5.1.4 Study IV**

The final study was a cross-cultural evaluation (in the UK, Israel and Sweden) of the serious game Emotiplay's, a system to train ER in children with ASD. The study examined the effect of Emotiplay on ER skills in children with ASD and normal range to low IQ. This was done in two different ways: 1) in the UK, participants were tested before and after using Emotiplay, and 2) in Sweden and Israel, participants were randomized to an active group using Emotiplay or to wait list control group. We measured ER tasks that included body, face, voice recognition and integrated skills before and after using Emotiplay. We also measured adaptive socialization using SRS were parents scored levels of autistic symptoms.

## **5.2 Measures**

### **5.2.1 Emotion recognition**

In study III and IV used different ways to measure ER, namely face, voice, body and uni and multi modal emotion recognition. To do so, an ER battery was created by the BIU team in Israel using ER video clips from voice and body from the EU Emotion stimuli<sup>169</sup> set and a set of ER face video clips from the training program Mindreading<sup>108</sup>. In addition, clips from socially and emotionally loaded scenes of television series representing ER integrated tasks. The ER task battery contained 18 emotions, six basic emotions, and 12 complex emotions. In studies II to IV, basic emotion recognition outcome was also assessed using the FEFA<sup>146</sup> test using eyes and face stimuli (total performance score and single basic emotion scores). The FEFA test uses the cross-cultural concept of seven fundamental affective states<sup>174</sup> to assess explicit FAR skills by verbal labelling of emotions (happy, sad, angry, surprised, disgusted, fearful, and neutral) expressed in the eye regions and in whole faces.

### **5.2.2 Other measures**

The computerized Conners' Continuous Performance Test II Version 5 (CPT-II)<sup>171</sup> was used in study II to measure attention (impulsivity and distractibility). This test generates several indices, of which two were used in study II: omission of stimuli errors (indicating distractibility) and commission of stimuli errors (indicating impulsivity). The parent report form of Social Responsiveness Scale (SRS)<sup>172</sup> was used to assess the severity in social communication in the participants. SRS contains items in six different groups and intend to assess social communication, social motivation, social awareness, social cognition, and mannerisms

In study III and IV, the parent form of SRS were used to assess the severity of autism traits symptoms within the area of social communication. To evaluate social adaptive functioning, in study IV, the Vineland Adaptive Behavior Scales (VABS-II)<sup>173</sup> was used. The Socialization scale comprises three subscales: interpersonal relationships, play and leisure time, and coping skills. IQ was measured in partly different ways in study III and IV, in Israel and Sweden two subtests, representing verbal and performance IQ (vocabulary and block design) from the Wechsler Intelligence Scales for Children (WISC IV)<sup>174</sup>, were used and in addition to child's age Wechsler Primary and Preschool Scale of Intelligence (WPPSI-3)<sup>176</sup> were used in Israel. In Britain, four subtests were taken from the locally standardized versions of the second edition of the Wechsler Abbreviated Scales of Intelligence (WASI-2)<sup>177</sup>.

## **5.3 Participants**

### **5.3.1 Study I**

The original studies included in the systematic review covered children and adolescents up to 18 years of age with a confirmed diagnosis of ASD.

### **5.3.2 Study II**

This study contained N=99 child and adolescent volunteers (50 females, 49 males) aged 8.6–15.9 years (M=11.6; SD=2.0). All participants were outpatients of the child and adolescent psychiatric or paediatric clinics of Södertälje municipality, Stockholm County, Sweden. The cohort included 35 children with ASD (n=27, Asperger syndrome; n=6, atypical autism/pervasive developmental disorder not otherwise specified; n=1, autism as primary diagnosis) 32 with a primary diagnosis of ADHD (n=21, Hyperkinetic Disorder; n=11, Other Hyperkinetic Disorder), and 32 TD children. The TD cohort was recruited from primary and secondary schools in the Södertälje and Nykvarn municipalities, Stockholm County, Sweden. The children were allocated using the primary clinical diagnosis, either to ADHD or ASD, in both groups there were individuals with comorbid neuropsychiatric diagnosis. The diagnoses were all consensus diagnoses, following the regional guidelines for assessment and treatment of ASD and ADHD outlined by the Child and Adolescent Psychiatry, Stockholm County Council (Barn och ungdomspsykiatri, Stockholms läns landsting, 2015) as assessed by experienced clinical personal. Participants were aged 8.6–15.9 years (M=11.6; SD=2.0) with an average IQ of 102.8 (SD=11.2, range=75–128), according to the WISC-IV.; Wechsler, 2003).

### **5.3.3 Study III**

A total of 113 children, aged 5–9 years, were recruited in Sweden (n=37; 19 ASD & 18 TD), Israel (n=42; 20 ASD & 22 TD), and the UK (n=34; 16 ASD & 18 TD). ASD diagnosis was confirmed by a clinical diagnosis according to DSM-IV-TR or ICD-10 criteria and by meeting ASD cutoff using the ADOS-2. The parents of the children in the TD groups confirmed that the children had no psychiatric diagnosis, no family members diagnosed with ASD, and no special needs in school. No participant in the TD group scored above the cut off score of 15 on the parent-reported Childhood Autism Spectrum Test (CAST). The children were recruited in various ways: databases, local clinics for children with ASD, special education classes and kindergartens, internet forums, and support organizations for individuals with ASD.

### **5.3.4 Study IV**

#### **Phase 1: UK clinical trial**

Fifteen children with ASD aged 6–9 were recruited from special education classes, kindergartens, databases (volunteers) and from organizations supporting children with ASD. Participants had a primary diagnosis ASD and had been diagnosed by a medical doctor or a clinical psychologist according to DSM-IV, DSM-5, or ICD-10 criteria. Diagnosis was corroborated by meeting ASD cutoff on ADOS-2, all children met the ADOS-2 cutoff for ASD. Participants were recruited from volunteer databases, special education classes and kindergartens, and support organizations for individuals with ASD.

#### **Phase 2: Israel and Sweden’s controlled trial**

A total of 83 children, aged 5–9 years, were recruited in Sweden (n=40) and Israel (n=43). ASD diagnosis was confirmed by a clinical diagnosis according to DSM-IV-TR or ICD-10 criteria and by meeting ASD cutoff using the ADOS-2. The children were recruited in various ways: databases, local clinics for children with ASD, special education classes and kindergartens, internet forums, and support organizations for individuals with ASD.

## **5.4 Analyzes**

### **5.4.1 Study I**

First, a narrative synthesis of the extracted information about generalizability was conducted for each overarching theme. This synthesis included a general judgment about generalizability. Second, the standardized mean difference (Hedge’s  $g$ ) and 95% confidence interval were calculated for all measures of ER and social skills in all included studies. The mean and standard deviation for each group at post-treatment (and at follow-up when available) were used as a basis for these analyses. The extent to which improvements in ER were associated with improved social skills was examined for each study in order to evaluate how the ER training generalized to daily social skills. Interventions specifically targeting ER were held separate from interventions combining ER training and social skills training. This was done to enable a rough assessment of whether specific ER training led to improved social skills or if additional social skills training was required for this to happen. Review Manager (RevMan) Version 5.3.4 was used to facilitate the review process.

### **5.4.2 Study II**

In this study, a hierarchical analysis approach was used. First, we computed MANCOVAs for FAR total scores (global FAR) and the single basic emotions (specific FAR). Diagnostic group was a (ASD, ADHD, TD) and presence of psychiatric comorbidity (with/without) were between groups factors, while attention (CPT-II, impulsivity and distractibility), and social communication problem severity (SRS) were covariates. Univariate ANCOVAs were used in those cases where the general linear models (GLMs) were significant, to identify the factors/covariates driving the models' significance. Tukey's test was used post-hoc to identify significant between group comparisons. To determine the strengths and direction of covariation effects and to explore associations between covariates and certain clinical measures of interest (e.g., ADOS), Pearson correlations, partialling out for IQ, were computed. An alpha level of 0.05 was adopted for all analyses.

### **5.4.3 Study III**

MANCOVA with repeated measures was used, with accuracy proportion scores of the four tasks (face, voice, body, and integrative) as the dependent variables, complexity (basic, complex) as the within-subject factor, and group (ASD, TD) and country (Israel, UK, Sweden) as the between-group factors. Participants differed on age and verbal ability in Israel, UK, Sweden, so these two factors were entered as covariates. Pairwise comparisons with Bonferroni corrections were used for further analysis of the interaction effects.

### **5.4.4 Study IV**

In the UK sample, paired-sample t tests were used to test the change from pre- to post-intervention on the measures used. In the combined Swedish and Israeli MANOVAs with repeated measures was computed with ER task scores (face, voice, body, and integrative), SRS-2, and VABS-2 as dependent variables. Time (pre/post-intervention) was within-subject factor, and group (intervention, control) and country (Israel, Sweden) were between-group factors.



## **5.5 Ethical considerations**

Study I is a systematic review of previously published studies, and does not require ethical approval. All parts of the study II, III, and IV have been reviewed and approved by the regional ethical committee in Stockholm (dnr. 2014/773-32/4; 2010/2003-31/3). Studies III and IV were also approved by the responsible ethical boards in the UK and Israel. Parents' informed consent for the child's participation was requested in accord with national and international standards, including the option to withdraw from the project at any stage. Participants' information was kept confidential, locked in and separated from any of the testing materials. In order to protect the participants' privacy and anonymity, each participant was given a unique, computer-generated user code, and all collected data was associated with this code. Users' personal details, associated with the user code, were kept separately and were not disclosed to other project partners. Collected data was encrypted and saved on secured servers, unavailable to anyone outside the project team. Particular ethical issues were raised by the inclusion of study participants who are children, have special needs, and/or who are not able to give informed consent. In any project where the direct experimental participation of children is planned, it must be demonstrated that this is absolutely necessary for the research, and that adults could not have been recruited instead without seriously affecting the project objectives. A potential ethical question regarding the current project relates to the applicability of the computerized environment aimed to teach socio-emotional skills to individuals with ASD. If these individuals have social interaction difficulties in everyday life, why not teach them these skills in real social situations? Would the computerized environment serve as a suitable substitute to adequately represent real life social situations? Reasons are as follows: (a) individuals with ASD prefer structured, rule-based environments and struggle to learn from non-structured situations; (b) they need simplified versions of the socio-emotional world that can reduce sensory stimulation, support their featured-based learning style of socio-emotional cues, and introduce cues separately in each perceptual channel; (c) they prefer and enjoy the computerized environment, which could enhance their motivation to learn socio-emotional skills which they find difficult and may refrain from actively learning in everyday life. Another reason for the use of the computerized environment is its availability. Since professionals, such as clinicians and educators, skilled in socio-emotional skill training for individuals with ASD are not widely available throughout Europe, compared to the availability of computers and internet connections, the project allows access to these curricula for individuals who cannot necessarily access it off the computer, as well as those who are too anxious to approach services such as social skills groups. Finally, it is important to note that ASC-Inclusion does not present itself

as a substitute for clinical or educational support, but rather as a complementary service, supporting the acquisition of these important skills. In the past decade, the increasing acceptance of the unique style of individuals with ASD vs. attempts to “cure” or “change” it has resulted in a shift in the medical perspective from viewing ASD as a “disease” that needs to be “cured” or “eliminated” to an evolving perspective (led by many high-functioning individuals with ASD and their family members, and gaining popularity on the internet), to viewing ASD as a different lifestyle, with a different perspective on society and the main goals in life. Taking this perspective, one might ask if the project is attempting to “fix” or “normalize” children with ASD by teaching them the socio-emotional skills, rather than accepting them for who they are.

## **6 RESULTS**

### **6.1 Study I**

A total of 13 eligible RCTs were identified. The interventions were variable regarding treatment components and format, spanning from programs primarily focusing on ER training to comprehensive social skills intervention programs including ER training as one out of several components. Several aspects limited the generalizability of the available studies. The study participants included few females and individuals outside the typical IQ range. Information on comorbid psychiatric disorders was not reported and the studies were not conducted in regular clinical settings. Finally, long-term follow-up assessments and observations in real-life situations were largely lacking. There were few indications that the training effects of interventions primarily targeting ER generalized to daily social interactions. These results provide a preliminary signal that specific training and improvement of ER does not in itself appear to lead to better social skills, but that more comprehensive programs that combine this component with applied training in social skills are required.

### **6.2 Study II**

Results showed that the ASD group did not perform as well as the TD group in accuracy for general and specific FAR for both types of stimuli. The largest differences between groups were in neutral and happy face identification. Post-hoc comparisons showed that the ASD group recognized happy faces ( $M=8.2$ ,  $SD=1.4$ ), happy eyes ( $M=5.5$ ,  $SD=1.9$ ), and neutral eyes ( $M=4.8$ ,  $SD=1.6$ ) less accurately than the TD group (happy faces:  $M=9.8$ ,  $SD=1.3$ ; happy eyes:  $M=7.1$ ,  $SD=1.2$ ; neutral eyes =  $6.0$ ,  $SD=1.4$ ) ( $p<.0001$ ). In addition, the ASD group responded significantly slower to angry, disgusted, fearful, surprised, sad, and neutral faces ( $M=3.3-4.4$ ,  $SD=1.3-1.5$ ) than the TD group ( $M=2.4-3.3$ ,  $SD=0.9-1.3$ ). Global face and eye FAR accuracy was negatively correlated with attentional distractibility ( $r = -0.34$  and  $-0.44$ ,  $p < .04$ ) in the ASD group. In ADHD, global face and eye FAR accuracy and global FAR eyes test response time were negatively correlated with attentional distractibility ( $r = -0.31$  to  $-0.33$ ,  $p < .05$ ).

### **6.3 Study III**

The MANCOVA revealed an overall main effect for group ( $F[4,102]=14.70, p<.001, \eta^2=.37$ ) and complexity ( $F[4,102]=10.49, p<.001, \eta^2=.29$ ), but not for country ( $F[8,204]=1.73, n.s.$ ). Both age ( $F[4,102]=11.82, p<.001, \eta^2=.32$ ) and verbal ability ( $F[4,102]=8.11, p<.001, \eta^2=.24$ ) had significant overall effects as covariates. The three two-way interactions were not significant: group by country ( $F[8,204]=1.41, n.s.$ ), group by complexity ( $F[4,102]=1.56, n.s.$ ), and country by complexity ( $F[8,204]=1.90, n.s.$ ).

### **6.4 Study IV**

The UK sample and site showed that eight weeks of SG significantly improved performance on the ER body language task (Pre:  $M = 14.33, S.E. = 1.34$ ; Post:  $M = 18.73, S.E. = .61; p < .01$ ) and the ER integrative task (Pre:  $M = 11.13, S.E. = 1.03$ ; Post:  $M = 13.47, S.E. = .72; p < .05$ ). A significant change was also observed on the parent-rated VABS-II, but not on the SRS-2. The Swedish and Israeli findings indicated a significant improvement on all ER tasks for the active group (Face: Mean difference = 2.17,  $S.E. = .56, p < .001$ ; Voice: Mean difference = 2.19,  $S.E. = .59, p < .001$ ; Body: Mean difference = 4.63,  $S.E. = .64, p < .001$ ; Integrative: Mean difference = 1.83,  $S.E. = .56, p < .01$ ), but not for the control group. The SRS-2 scores dropped significantly in the Israeli intervention group (Mean difference = 7.88,  $S.E. = 2.86, p < .01$ ), but no significant change on the SRS-2 were found for the Swedish intervention group or for the control groups. No significant effects were observed on the VABS-2.

## **7 DISSCUSSION**

### **7.1 Study I**

This study synthesized RCTs aiming to teach ER in ASD. There was a wide variety of interventions, spanning from comprehensive training programs down to very brief computerized training programs. The programs contained multiple components. The studies included were small to large efficacy studies and reported, in most cases, positive outcomes. Nevertheless, it is unclear what effects these interventions had in real life social interactions. The clear link between ER training and improved social skills in real life is unclear, as most studies did not report any improved social skills. Poor external validity is far from unique in ER training studies. For example, social skills group training for children with ASD suffers from similar shortcomings.<sup>168</sup> Improved social skills in real life should be the most essential as individuals with ASD often experience difficulty in generalizing across situations. There is a need for larger studies with a longer follow up time and with a focus on external validity before any firm conclusions can be drawn whether ER training can benefit individuals in real life. There will always be challenges when studying participants from child and adolescent mental health care given the large variety of clinical characteristics and developmental stages represented in this group. Handling uncertainty related to heterogeneity within child and adolescent mental health care is a major challenge, but intervention research should strive for external validity such as generalization to IRL situations.

#### **7.1.1 Limitations**

There are some limitations to consider. First, we only included RCTs. Other study designs, such as single subject design, could be valuable to get a broader insight to how participants could respond to a specific treatment. Second, we did not contact authors for missing information, all information was extracted from the articles, and we did not review literature outside the scientific journals. Third, this review focused on external validity and did not check for risk for bias.

## **7.2 Study II**

This study examined global and specific FAR accuracy and response times in face and eye stimuli in ASD, ADHD, and TD. Our hypotheses were partly confirmed and showed that ASD compared to TD had alterations in accuracy and response time for different forms of FAR operationalization, mostly driven by happy and neutral FAR face stimuli. The factor group for face and eyes global FAR showed less variance than attentional distractibility and no particular basic emotion was singled out. A correlational analysis was done and showed that distractibility had a large impact on accuracy and response time in ADHD and ASD, but not TD. In summary, it seems like distractibility appears to an important covariate of FAR in ASD and ADHD. Findings confirm FAR alterations in ASD, but not ADHD, and endorse mediating effects of certain attention functions. FAR training seems clinically meaningful in ASD. Future studies should include control for visual attention, facial configuration skills, use naturalistic FAR material, and also investigate implicit FAR.

### **7.2.1 Limitations**

Limitations of this study that it only operationalized explicit FAR and not implicit FAR, which has been reported in other studies as a core alteration in EP in ASD. Second, it did not use eye-tracking or configural face processing to control for visual attention, which might bias our results due to social motivation or/and face perception. Third, we used still pictures from the face and eye region using the FEFA and it is not sure that stills are valid compared to more naturalistic stimuli of social scenes. Fourth, the participants all had an average level of functioning and how these participants' results could be generalized to lower intellectually functioning individuals with ASD is unknown. Fifth, we did not compare groups ASD and ADHD with a "pure" diagnosis. Both groups had a certain degree of comorbidity. About 30% of the participants with a primary ASD diagnosis also fulfilled criteria for ADHD. Comorbidity is common in ASD and ADHD and our analyses did not yield any effect of the presence of comorbidity on the patterns of findings.

### **7.3 Study III**

The purpose of this study was to examine if there were differences in the recognition of basic and complex emotions between children with ASD and TD children in three countries: Israel, UK, and Sweden. Children with ASD showed deficits in all modalities, facial expressions, body language, vocal expressions, and integrative scenarios. While ER impairments were found across all three countries, an important finding was that there were few cultural differences. We had hypothesized greater variability in complex emotions than in basic emotion between cultures, which was not confirmed. One possibility is that such differences occur with increased age when an individual has acquired more culture specific knowledge. There were some cultural differences in face and body language tasks. Swedish participants performed more poorly than TD controls on complex emotions, but not on basic emotions, whilst participants from UK and Israel showed facial ER deficits both for basic and complex emotions. One explanation for the differences could be that the body task stimuli was filmed in the UK with actors of varying ethnicities

#### **7.3.1 Limitations**

This study examined cultural differences in ER contains limitations that need to be addressed. First, only a few females took part in the study, so gender differences were not possible to explore. Second, there should be an extended examination including other non-western cultures (e.g., African or Eastern cultures). Third, a larger sample of TD individuals should be tested in order to appropriately examine ER cultural differences in the general population. Fourth, there was a difference in methodology between the different countries due to distance and parental needs. In Israel and UK, the clinical teams traveled to children's homes, while children in Sweden came to the clinic. Even with a standardized testing environment (e.g., standardized protocol), this means results could differ due to the different location for assessments and should be done in the same way in future studies.

## **7.4 Study IV**

This study used the serious game, Emotiplay, to teach multimodal ER processing. Multimodal ER is important in social communication. The ability to recognize facial expressions, tone of voice and body language, is a basis to understand social cues about the subjective and emotional states, as well as the intentions of others. Especially, multimodal channel training has been overlooked in most other ER, and this is to the author's best knowledge the first ER training programs for ASD in form of a serious game, that has been evaluated. It is also the first study to examine cultural factors. This study shows promising results for Emotiplay's efficacy, and its cross-cultural applicability

### **7.4.1 Limitations**

There are some limitations that need to be addressed. First, this study is limited by using different protocols between sites. Sweden and Israel used an extended version of the SG while an alpha version was applied in UK. There were also different amounts of time given in the various cultures for the children to finish the SG. In Israel, the children were given additional time to finish the SG, while the time frame was restricted in Sweden and UK. In future studies, individual pace and SG use patterns should be examined. Second, two versions of the ER battery were used, which were positively correlated ( $r = .56-.70$ ) in all ER tasks. This may limit the interpretation of the findings. The use of the same body language task pre- and post-intervention is a limitation related to the above noted limitation. Nevertheless, the intervention group improved significantly more than the control group on the body language tasks. We think that it is unlikely that the results come merely from repetition. Third, blinded teachers' reports were not included in this study. Future studies should include raters, blind to the study's aims and conditions. Fourth, generalization difficulties have been reported as a problem when training ER through computer-based interventions. In this study, parents were provided with guidelines and activities designed to enhance participants' generalization into everyday life. The parents' involvement effects were not examined within this study. It is important for future research to examine the gains of the parents' involvement. Fifth, the effects on a cross-cultural level could be assessed with enough scrutiny, because of cultural resemblances between the UK, Sweden and Israel. Other countries outside the western world should be included in future studies. Sixth, this study included a treatment-as-usual control group (TAU), future studies should include active control group to get a better understanding of Emotiplay's more specific effects.



## **8 CONCLUSIONS AND FUTURE DIRECTIONS**

### **8.1 Conclusions**

This thesis has explored different aspects of ER challenges in children with ASD. It contains a systematic review that sought to explore the external validity of the current evidence base on ER training programs. External validity is crucial for whether clinical services will implement ER programs and how the program will have an impact on the individual with ASD in daily living. External validity has been overlooked in ER training research so far. The RCTs that were looked at revealed that external validity was underreported here, that sample sizes were mostly small, and lacked long-term outcome. Thus, next generation ER training RCTs need to fulfill criteria for both internal and external validity, ensuring a relevant clinical representation with varying symptom severity, comorbidity, IQ, and sociodemographic characteristics (e.g., gender and age). Larger samples will also allow sub analyses in order to identify moderators and mediators of the effect. The latter can inform precision medicine in ASD, allowing individualized treatment decisions, resource saving, and avoidance of unnecessary action. On balance, even today there are already a multitude of computer-based programs available that have demonstrated some evidence for improving ER skills in ASD<sup>156</sup> and ER has shown to trigger neuroplasticity of the social brain<sup>170</sup>.

### **8.2 Future directions**

ER training programs, such as the serious game, Emotiplay, show that individuals with ASD can improve in recognizing emotions expressed in the face, voice and body, both basic and complex emotions. However, there ER program still have a huge potential for improvement in terms of generalizability and quality of scientific evaluation. Some areas for improvement are blinded assessments, more sensitive and broader functioning and quality of life outcome variables, and naturalistic ER material. As Fletcher-Watson and colleagues summarized in a recent systematic review, some means and strategies to achieve training evaluation validity: A development of sensitive and psychometrically sound measures of the quality of social interaction and its response to training is needed. This could be complemented with systematically replicated single-subject studies as an add on for how the interventions can be tailored and optimized for specific sub-groups, in addition to primary diagnosis only, as individuals with comorbid diagnoses might embody a unique phenotype.

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**11 APPENDIX**