

New Video Game for Sensory Processing

EASe "Funhouse"

The new EASe *Funhouse* video game is designed to help children with autism spectrum disorders learn to improve sensory processing. In 1995, Vision Audio, Inc., created EASe CDs, the original disc-based auditory training program used by tens of thousands of parents, therapists, schools and organizations to help children with autism learn to cope with noise.

Now Vision is using video game technology to help children on the autism spectrum participate in and enjoy their auditory therapy sessions. "The new EASe games are fun driving and flying PC games, with EASe music as the sound track and exciting virtual vestibular in-game worlds that children love to bounce and zoom around in and explore," said Vision president William Mueller. There are six EASe video games in all, *Off Road*, *Snowmobile*, *Airshow*, *Rover*, *UFO* and now *Funhouse*. The first indoor game of the series, EASe Funhouse introduces a learning component to the games, teaching quantity, letters, words, a wide range of objects, human faces and more in a non-judgmental learning environment. Download a free demo of EASe Funhouse, at www.easecd.com.