

EXAMINING THE EFFECTIVENESS OF USING INTERACTIVE EDUCATIONAL SOFTWARE DESIGNED BASED ON THE E-PROGRAMMED INSTRUCTION STRATEGY ON INCREASING AUTISTIC CHILDREN VOCABULARY ACQUISITION

DANIAH ABDULAZIZ ALABBASI
King Saud University

WEJDAN YAHYA AL-SHEHRI
Ministry of Education

***ABSTRACT** _The study investigated the use of interactive computer software designed specifically for children with Autism to improve vocabulary acquisition among those students. The software was designed based on the principles and criteria of instructional design and based on recommendations from past research studies on effective strategies to use when teaching Autistic children. The study included one experimental group with 14 male children aged between 3-6 years. The designed software was used in a cooperative setting for one month, with a daily session that lasted for 30 minutes. An achievement test was prepared by researchers and administered three times (Pretest, Posttest and follow up test) and an interview form. The study results indicated a significant difference at the level of (0.05) for students with mild and moderate Autism level for the pre, post, and follow up tests. However, the results showed no significance for students with sever Autism level in the post and follow up tests.*

***KEY WORDS:** Interactive educational software, E-Programmed instruction strategy, vocabulary, autism.*