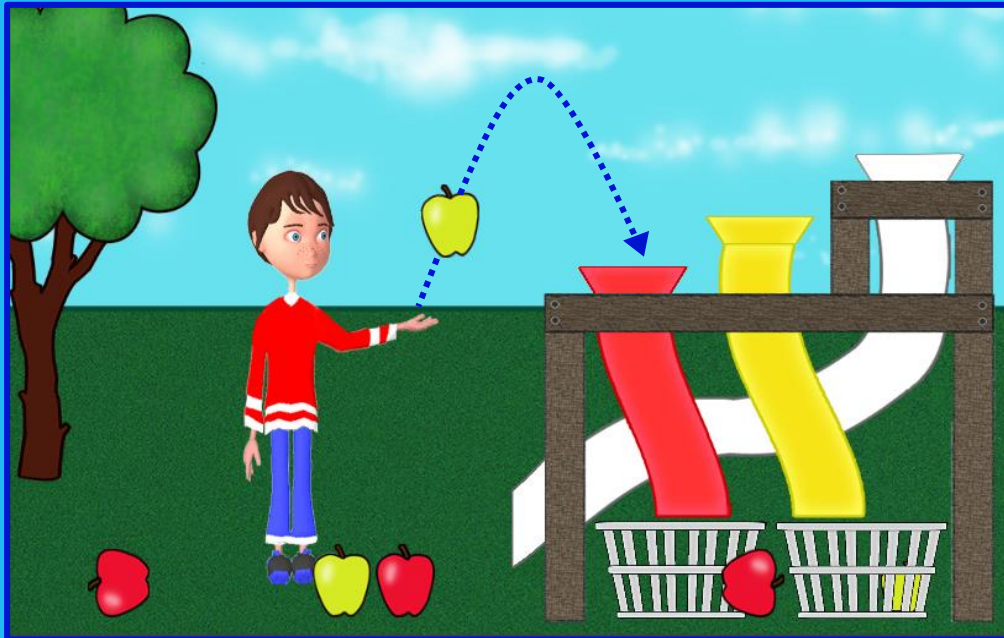


Novel and surprising (expectation-violating) aspects of **computer games** appear to be inherently interesting to young children on the autism spectrum.



Children **initiated spontaneously** about novelty and surprise in ECHOES—can we reproduce this pattern?

Alyssa M. Alcorn
University of Edinburgh
aalcorn@ed.ac.uk