



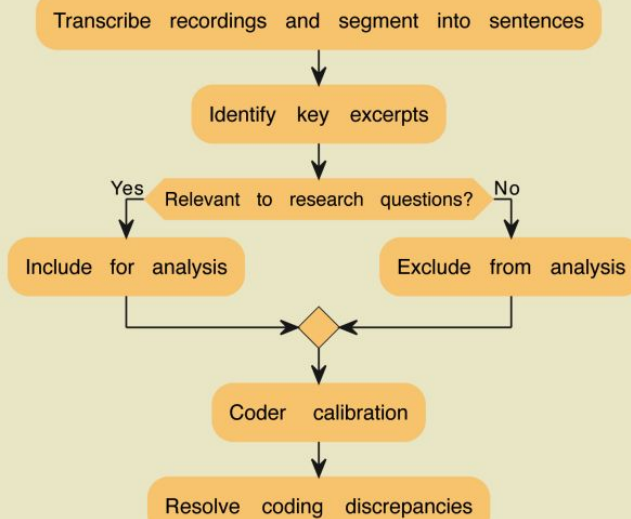
"GIF it up!" activity

"Chat it up!" activity

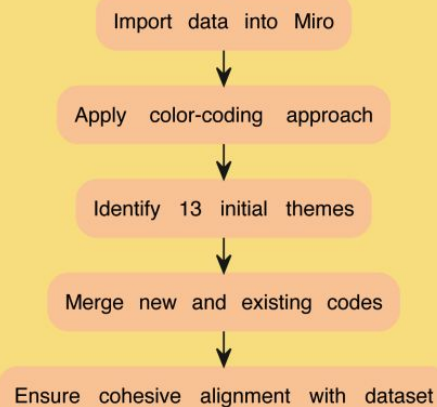
Participants

Facilitator

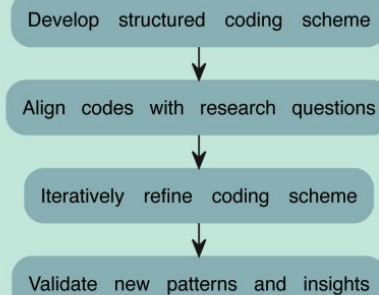
Data Preparation



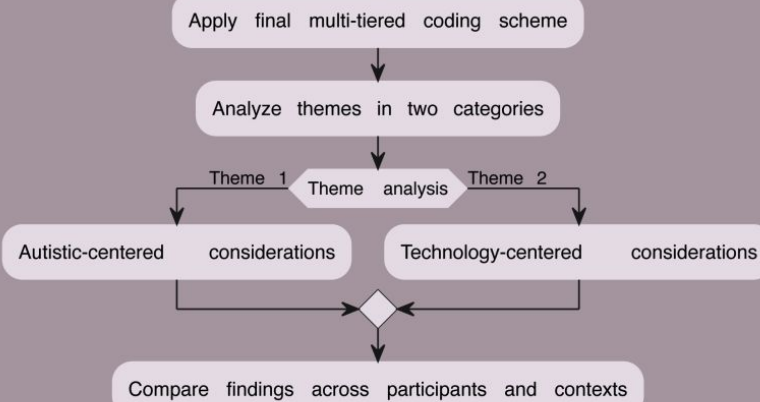
Phase I: Open Coding



Phase II: Coding Scheme Development



Phase III: Application of Coding Scheme



XR Considerations

Autistic-Centered Considerations

Autistic Strengths, Abilities, and Needs

XR as a Medium for Empowering Autistic Creativity

Therapeutic and Adaptive Uses

Vocational Training and Life Skills Development

Masking and Social Integration

Autistic Values and Priorities

Inclusivity and Representation in XR

Evolving Priorities of Usability and Security

Barriers to Autistic People

XR Features Restricting Abilities

Sensory Constraints in XR Experiences

Technology-Centered Considerations

Affordances of XR for Autistic Users

Customization, Flexibility, and Safety

Learning in XR

Limitations of XR for Autistic Users

Accessibility and Usability Limitations

High Expectations, Perceived Lack of Innovation, and Skepticism