[9] K. Akazawa, T. Kawai, R. Okuno, T. Masuko, and N. Nishida, Novel Electronic Musical Instrument for Persons with Cerebral Palsy to Play and Enjoy Together, In Proceedings of 9th International Conference on Disability, Virtual Reality and Associated Technologies, 2012, pp. 1-4.

[10] S. Schneider, P.W. Schönle, E. Altenmuller, and T.F. Münte, "Using Musical Instruments to Improve Motor Skill Recovery Following a Stroke", Journal of Neurology 54, 2007, pp. 339-346.

[11] M.Wilson. "Six Views of Embodied Cognition", Psychonomic Bulletin and Review. 9(4), 2002, pp. 625-636.

[12] T.Tsutomu, H.Shinoda, and H.Ozaki. "A Review and Case Study of Executive Function and Motor Control in Autistic Spectrum Disorder", Rissho University Sinrigaku Kenkyu Nenpo, 2, 2011, pp. 23-32.

[13] J.P.Piek, M.J.Dyck, A.Nieman, M.Anderson, D.Hay, L.M.Smith, M.McCoy, and J.Hallmayer. "The Relationship between Motor Coordination, Executive Functioning and Attention in School Aged Children", Archives of Clinical Neuropsychology, 19, pp. 1063-1076.

[14] Thaut, M.H. "Rhythm, Music, and the Brain: Scientific Foundation and Clinical Application", Routledge, New York, 2005.

[15] F. Grazott, M.Valoriani, and L. Bartoli, "Touchless Motion-Based Interaction for Therapy of Autistic Children", M. Ma et al.(eds.) Virtual, Augmented Reality and Serious Games for Healthcare 1, Intelligent Systems Reference Library 68, DOI: 10.1008/978-3-642-54816-1_23

[16] L.Bartoli, C.Corradi, F.Garzotto, and M.Valoriani, "Exploring Motion-based Touchless Games for Autistic Children 's Learning", IDC'13 Proceedings of the 12th International Conference on Interaction Design and Children, ACM, NewYork, 2013, pp. 102-111.

[17] L.Bartoli and S.Lassi. "Experimental Study of Results Obtained from the Interaction with Software Motion-Based Touchless Created for Habilitation-Rehabilitation in Users with Diagnosis of Autism Spectrum Disorders", Procedia Manufacturing 3, 2015, pp.5176-5183.

[18] E. Boutsika "Kinect in Education: A Proposal for Children with Autism", Procedia Computer Science 27 2013.pp.123-129.

[19] X.Casa, G, Herrera, I, Coma, and M. Fernámdez, "A Kinect-Based Augmented Reality System for Individuals with Autism Spectrum Disorders", In Proceedings of the International Conference on Computer Graphics Theory and Application (GRAPP-2012), pp.440-446.

[20] J.F.Kelly. "An Empirical Methodology for Writing User-Friendly Natural Language Computer Application" CHI'83 Proceeings of the SIGCHI Conference on Human Factors in Computing Systems, 1983, pp.193-196

 