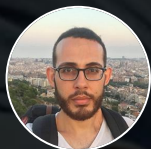


# Small Data, Big Impact: Navigating Resource Limitations in Point-of-Interest Recommendation for Individuals with Autism



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1

# Introduction



# Context and motivation

## The rise of the Autism Spectrum Disorder (ASD)

- Complex neurodevelopmental condition with rising global prevalence
- Significant increase in diagnoses across Europe, UK, and US

## The key challenges for ASD Individuals

- Difficulties in social interaction
- Fear of novelty and need of rigid routine
- Atypical sensory perception leading to sensory overload
  - Spatial exploration becomes anxiety-inducing

# Problem statement

- Limited work on spatial navigation assistance
- Point of Interest (POI) recommenders rely only on user preferences
- Need to incorporate sensory aversions alongside preferences
- ASD individuals heavily rely on sensory info for location decisions

# Start of the art and limitations

- Small sample sizes due to limited access to ASD participants
- Challenges in conducting research with ASD individuals
- Studies typically involve only 10–30 participants
- Limited studies targeting adults with ASD, usually children
- Lack of sensory data: missing sensory information about locations

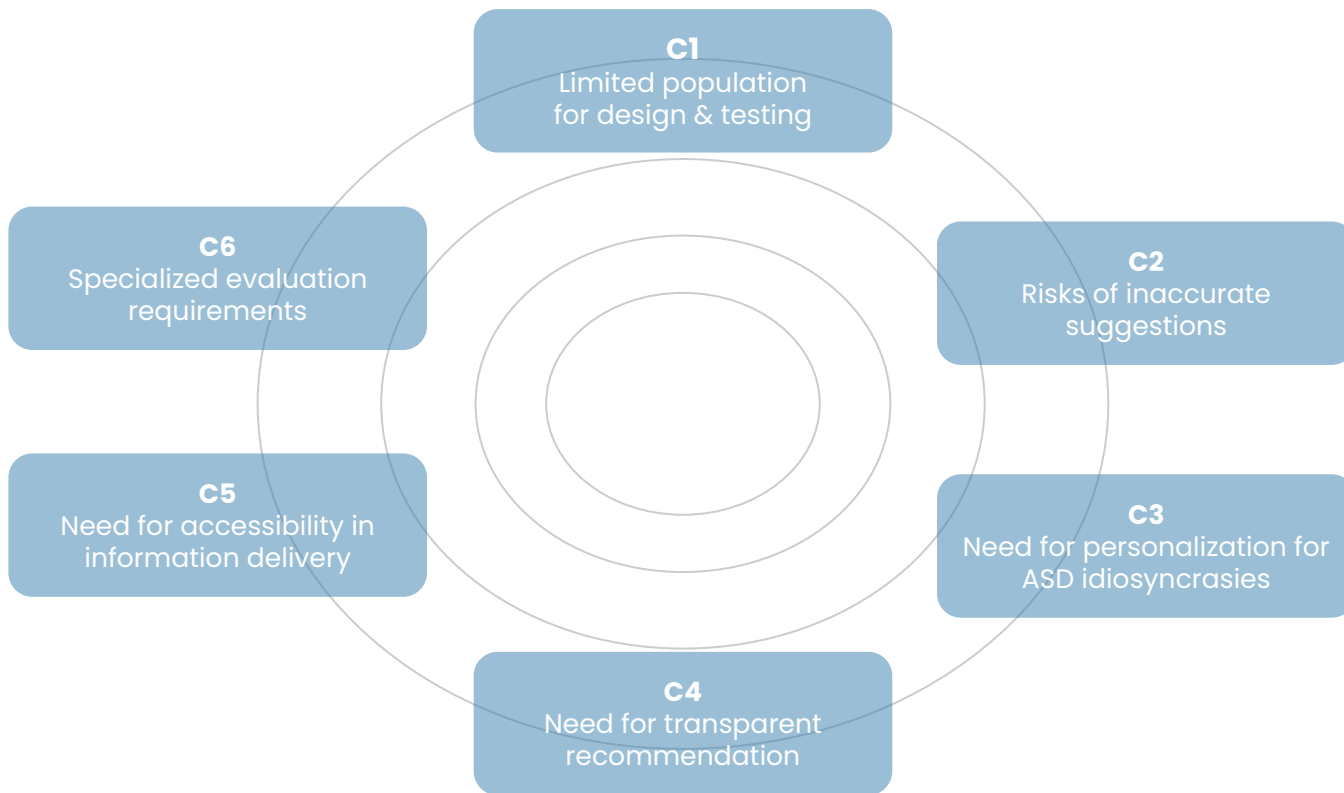


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## Open challenges



# What makes recommendation for ASD hard



# C1 Limited population for design & testing

- Autistic users represent a small portion of the overall population
- Many orders of magnitude less than needed for modern recommenders
- Reaching ASD users for research is challenging



- Insufficient gathered data for system training
- Impacts system's ability to learn and adapt to users



## C2 Risks of inaccurate suggestions

- Poor recommendations can trigger sensory overload
- May cause anxiety or distress due to sensory sensitivities
- Traditional consumer scenarios: bad suggestion = user dissatisfaction
- ASD scenarios: bad suggestion = significant impact on well-being



- Effectiveness is not just about performance: it's about safety & well-being

## C3 Need for personalization for ASD idiosyncrasies

- Latent factor extraction can fail to capture sensory aversions & preference
- Available information is often sparse or incomplete



- Extraction techniques from proxy sources (e.g., reviews) to fill this gap
- No links among sensory features, idiosyncratic aversions, POI preferences

# C4 Need for transparent recommendation

- ASD people use structured, logic-driven decision-making processes
- Require clearer reasoning pathways to reach conclusions
- Spend significant time in collecting and analyzing information



- Provide explanations alongside recommendations
- Use reasoning pathways as explanation basis
- Reduce cognitive load through structured explanations

# C5 Need for accessibility in information delivery

- Information must accommodate perceptual and cognitive patterns
- Standard interfaces may not be accessible to ASD users
- Content adaptation is essential



- Interface design tailored to ASD users' needs
- Information must be comprehensible, not just available

# C6 Specialized evaluation requirements

- ASD individuals have limited attention spans & short engagement periods
- Specific cognitive characteristics



- Close coordination with healthcare professionals
- Involvement of caregivers in evaluation process



3

**Our progress so far**



# Use case context

Collaboration with the experts of the  
Regional Center for Autism Spectrum Disorders in Adulthood (Turin)<sup>1</sup>

- Recruiting and engaging ASD users
- Gathering development requirements
- Refining our design of delivery strategies

<sup>1</sup><https://www.aslcittaditorino.it/strutture/centro-pilota-regionale-disturbi-spettro-autistico-in-eta-adulta/>

# Specialized involvement protocol

Challenges [C1, C6]

Co-design with ASD specialists to create a structured involvement protocol



Participant  
recruitment



Ethical  
considerations



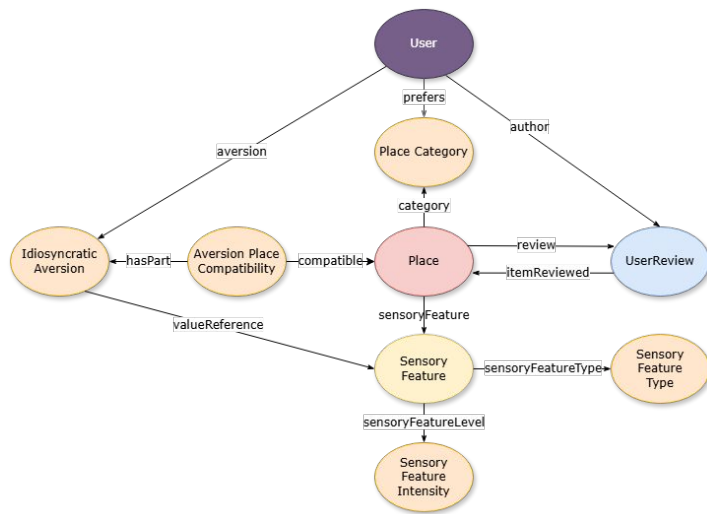
User preferences and  
sensory aversions collection



# Graph-based data modeling

## Challenges [C2, C3]

- Ontology connecting autistic users, sensory aversions, POI categories and sensory features
- Interoperability is preserved through [Schema.org](https://schema.org/) bindings
- KG built on this ontology includes 25k triples, 551 entities, and 5 relations



# Reasoning recommendation modeling

## Challenges [C4]

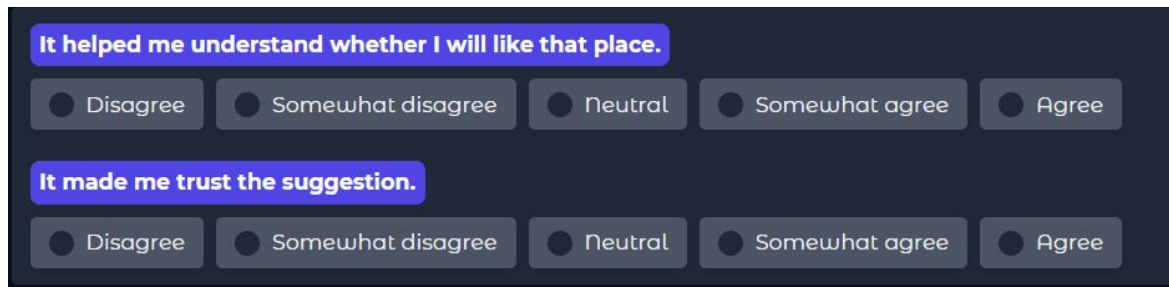
- Path-reasoning techniques enable explainable recommendations:
  - Reinforcement learning-based approaches, where an agent traverses the KG and extracts structured metapaths
  - Language models, which interprets KG elements as tokens and build paths through the common next-token prediction task

*“We recommend this place because it’s similar to one that someone with the same sensory aversions as you liked.”*

# Tailored recommendation delivering

## Challenges [C5, C6]

- Survey to collect feedback on preferred explanation formats
- Involvement of experts to:
  - adapt explanation templates to match cognitive and linguistic capacity
  - optimize user interface for mid-high functioning ASD users



The image shows a dark-themed survey interface. It contains two identical Likert scales. Each scale has a statement in a purple box at the top, followed by five response options in grey boxes with radio buttons. The first scale's statement is "It helped me understand whether I will like that place." and the second's is "It made me trust the suggestion." The response options for both are "Disagree", "Somewhat disagree", "Neutral", "Somewhat agree", and "Agree".

It helped me understand whether I will like that place.

☐ Disagree ☐ Somewhat disagree ☐ Neutral ☐ Somewhat agree ☐ Agree

It made me trust the suggestion.

☐ Disagree ☐ Somewhat disagree ☐ Neutral ☐ Somewhat agree ☐ Agree



4

**Next steps**



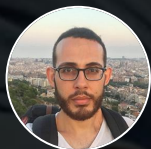
# Early insights and concluding remarks

- Several **metapath-based** explanations were **not helpful**, especially when place categories and sensory features were included
- ASD users tend to trust suggestions from people they know, but **remain skeptical of suggestions they find online** (e.g., Google, Tripadvisor)
- Most participants **get angry or stressed** when they confronted with bad advice, feeling as if they are being made fun of
- Explanation of **why a place is recommended is appreciated** and their engagement with the application is strengthened if they trust it

# What comes next for our approach

- **Deploy an explainable UI:** Collect feedback from autistic users on a UI powered by path-based explainable recommender systems
- **Personalised POI algorithms:** Design recommendation methods that adapt to individual sensory aversions and preferences
- **Context-rich knowledge graph:** Enrich the KG with dynamic attributes such as typical crowd size and peak hours
- **Long-term user evaluation:** Study the trust, satisfaction, and behavioural impact of explainable recommendations over time

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