**Preferences**

- Art

1. Are there types of art Arne likes looking at?
2. Apart from mathematical and geometrical shapes, what kinds of art does arne like to make, if any?
3. Does he like any specific pattern in specific?

- Music

1. What kind of music does Arne like to listen to?
2. Has he ever played an instrument?
3. Is he interested in playing any instruments?

- Games

1. What games do you have at home and which ones have you played with Arne?
2. Which ones did he like most?

-Colours

1. Does Arne (or do you) like colours or numbers more?
2. Do you (or does he) have a favorite colour ?

**Possible Challenges**

1. Would something with a limited pace (e.g. one per day) help to keep a product engaging? (e.g. Wordle)

-Emotions

1. How does Arne deal with emotions?
2. Does he stay angry or sad for a longer amount of time?

- Fine motor skills

1. How does Arne use cutlery?
2. Does the practice in Wierden teach writing posture and fine motor skills?
3. Do you think it is something we should help him with ?

-Storing his work

1. How do you deal with all the material Arne produces?
2. Do you keep all?
3. Do you organise this?

-Communication

1. Does Arne have trouble with the order of words more often?
2. Also at home?

-Bonding

1. How is the relationship between Arne and her sister?
2. What do you think of a product that encourages bonding?

What would be best to focus on

* communication - encourage speaking ?
* entertainment
* new learning - should it be about developing a skill? (even if it means product eventually is outgrown)
* Would it be useful for Arne, for you as parents, **for the product or game to be centered around bonding/teamwork/interaction with others (between siblings, parents or peers)**

**Practical**

1. Would you prefer anonymised data or your own name in it?