Resources

For more examples of relevant research about video modeling improving communication see the following research:

• Spontaneous Requesting
(Wert and Neisworth 2003)[1]

• Recognizing Emotions in Speech and Facial Expressions
(Corbett, 2005)[2]

• Compliment-Giving Initiations and Responses
(Apple, Billingsley, and Schwartz, 2005)[3]

• Language Production
(Buggey, 2005)[4] (Charlop-Christy et al., 2000)[5]

• Verbal Responses to Questions
(Buggey et al., 1999)[6]

• Conversational Speech
(Charlop and Milstein, 1989)[7] (Charlop-Christy et al., 2000)[5]
(Nikopoulos and Keenan, 2003, 2004)[8] (Ogletree *and* Fischer, 1995)[9]
(Sherer, Pierce,Parades, Kisacky, and Ingersoll, 2001)[10].

Play
- Reciprocal Play (Nikopoulos and Keenan, 2004)[8]
- Motor and Verbal Play Sequences (D'Ateno, Mangiapanello, *and* Taylor, 2003)[11];
- Play (Charlop-Christy et al., 2000)[5]
- Play-Related Comments (Taylor, Levin, and Jasper, 1999)[12]
- Socio-Dramatic Play (Dauphin, Kinney, and Stromer, Koegel, 2004)[13](Nikopoulos *and* Keenan, 2003)[8]

Complying, Greeting, and Sharing
- (Simpson, Langone, and Ayres, 2004)[14]

Spontaneous Greeting
- (Charlop-Christy et al., 2000)[5]

Social Initiations
- (Nikopoulos and Keenan, 2004)[8]
- (Buggey, 2005)[4]

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