

DEVELOPMENT OF FACE PROCESSING IN AUTISM: A LOOK INTO SPATIAL FREQUENCIES AND THE INVERSION EFFECT.

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This research was aimed at exploring the development of abnormal face processing strategies in children and adults with autism (ASD). Subjects were asked to match faces (upright or upside down) or chairs filtered in high (HSF, local processing) and low spatial frequencies (LSF, holistic processing) to non-filtered images. Results show an evolution of face processing strategies with age. Indeed, adults with autism rather use LSF than HSF information in faces, just as controls, whereas children with autism exhibit the opposite pattern of preference, using rather HSF. Our findings demonstrate that the processing of social objects such as faces possibly meet the typical pattern of performance in adults and this may have implications on the development of social deficits observed in this pathology.