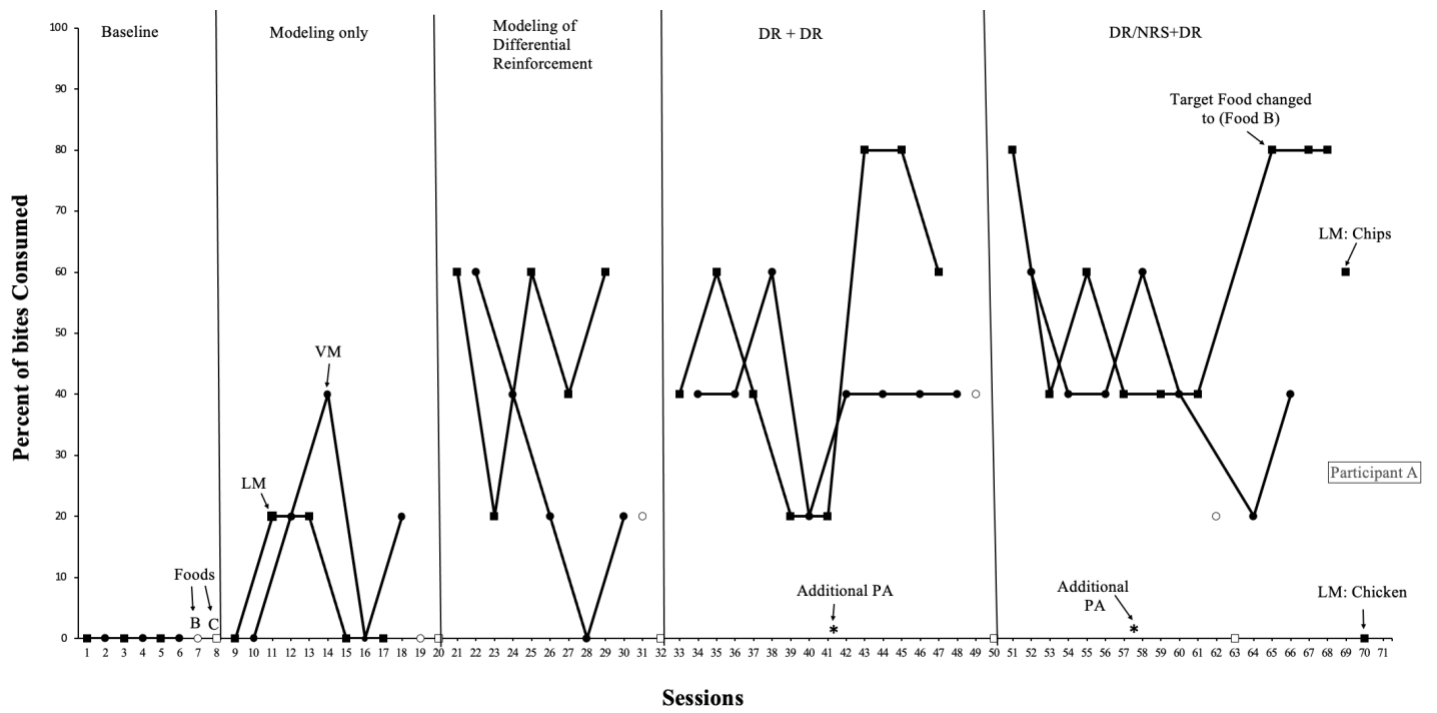


**Figure 1**

*Percentage of Bites Consumed Across Live and Video Modeling Conditions*



*Note. Filled symbols represent intervention session with circles being video modeling and squares being live modeling; open symbols represent probe sessions with circles being bananas and squares being chicken.*

*Asterisks indicate additional preference assessments.*

**Title:** A Comparison of Live and Video Modeling to Increase Food Consumption in a Child with Autism Spectrum Disorder

**Abstract:**

Feeding selectivity is a common challenge for children with Autism Spectrum Disorder (ASD) and is frequently addressed using behavioral interventions that may involve intrusive procedures such as escape extinction. Modeling-based interventions paired with reinforcement have emerged as less intrusive alternatives; however, limited research has directly compared live and video modeling formats across reinforcement-based feeding components. The purpose of this study was to compare the effects of live modeling and video modeling on food consumption in a child with ASD using reinforcement-based procedures without directly implementing extinction. An alternating treatments design was used to compare conditions including modeling alone, modeling with differential reinforcement contacting the model, differential reinforcement delivered to the participant contingent on consumption, and modeled nonremoval of the spoon procedures that were observed but not applied. Results indicated that food consumption increased most reliably when differential reinforcement was delivered to the participant, with live modeling producing higher and more stable outcomes than video modeling. These findings support live modeling paired with reinforcement as an effective and ethical first-line feeding intervention.

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