CLAIMS:

1. An assessment system for assessing social competency of a user of the assessment system, the assessment system comprising:

at least one processor, a user interface and memory comprising program code, which when executed by the at least one processor is configured to provide an assessment platform to the user interface;

the memory comprising an assessment application including:

a games module; and

an assessment module;

wherein the games module includes at least one interactive game component in each of at least three social domains, each of the interactive game components, when executed by the at least one processor, being configured to provide an interactive game to the assessment platform and to determine an outcome for the interactive game based on user inputs received from the user of the assessment system via the user interface;

wherein the assessment module, when executed by the at least one processor, is configured to assess social competency of the user of the assessment platform by comparing the outcome of at least one interactive game in each of the at least three social domains with normative data to generate an assessment outcome; and

wherein the at least three social domains comprise attention/executive function, communication, and social cognition and the normative data is retrieved from a remote server.

2. The assessment system of claim 1, wherein the at least one of the interactive game components in the attention/executive function social domain comprises an attention/executive function game component configured to provide an attention/executive function game and wherein the outcome of the attention/executive function game provides a measure of attention/executive function of the user.

3. The assessment system of claim 2, wherein the attention/executive function game is configured to determine a measure of at least one of processing speed, attention, self - regulation and flexibility.

4. The assessment system of any one of claims 1 to 3, wherein the at least one of the interactive game components in the communication social domain comprises a communication game component configured to provide a communication game and wherein the outcome of the communication game provides a measure of communication ability of the user.

5. The assessment system of claim 4, wherein the communication game is configured to determine a measure of at least one of pragmatic language, prosody, and non-verbal language comprehension of the user.

6. The assessment system of any one of claims 1 to 5, wherein the at least one of the interactive game components in the social cognition social domain comprises a social cognition game component configured to provide a social cognition game and wherein the outcome of the social cognition game provides a measure of social cognition of the user.

7. The assessment system of claim 6, wherein the social cognition game is configured to determine a measure of at least one of emotional perception, intent attribution, empathy, perspective taking, theory of mind and moral reasoning.

8. The assessment system of any one of the preceding claims, wherein the memory further comprises a weighting module, which when executed by the at least one processor, is configured to apply a weighting to the outcome of the at least one interactive game in each of the at least three social domains and wherein the assessment outcome is based on the weighted game outcomes.

9. The assessment system of any one of the preceding claims, wherein the assessment outcome comprises a social quotient score indicative of social competency of the user.

10. The assessment system of any preceding claim, wherein the assessment module, when executed by the at least one processor, is configured to provide the assessment outcome to the assessment platform.

11. The assessment system of any one of the preceding claims, wherein the memory further comprises a records module, which when executed by the at least one processor, is configured to create, store, modify and delete user records associated with users of the assessment platform.

12. The assessment system of claim 11, wherein user records comprise information derived from answers to social skills questionnaires provided to the user and/or people associated with the user.

13. The assessment system of claim 11, wherein a user's record of the user records comprise at least one of game outcomes, weighted game outcomes and assessment outcomes associated with the user.

14. The assessment system of any one of claims 11 to 13, wherein the assessment outcome is further based on data stored in the user records.

15. The assessment system of any one of the preceding claims, wherein the normative data comprises age and gender norms for the diagnosis of social impairment.

16. The assessment system of claim 15 when directly or indirectly dependent on claim 1, wherein the assessment system comprises a network interface configured to communicate with a remote server over a communications network and wherein the assessment module is configured to assess social competency of the user by causing the assessment system to transmit information associated with the user, including the outcome of the at least one interactive game, to a remote server via the network interface and to receive from the remote server via the network interface an assessment of the social competency of the user, and wherein the assessment module is configured to generate the assessment outcome based on the received assessment of the social competency.

17. The assessment system of any one of claims 1 to 16 when directly or indirectly dependent on claim 1, wherein the assessment system comprises an assessment server and a computing device in communication with the assessment server across a communications

network, wherein the assessment server comprises the at least one processor and memory and the device comprises the user interface.

18. The assessment system of any one of the preceding claims, wherein the assessment module, when executed by the at least one processor, is further configured to provide a computer-based social skills questionnaire and to receive responses to the questionnaire, wherein the responses to the questionnaire are associated with a user and are used to assess a user social competency of the user.

19. The assessment system of any one of the preceding claims, wherein the assessment module, when executed by the at least one processor, is further configured to determine a treatment plan based on the generated assessment outcome.

20. A computer implemented method for assessing social competency of a user of an assessment system, the method comprising:

providing, by an assessment application of the assessment system, an assessment platform; providing, by a games module of the assessment application, at least one interactive game in each of at least three social domains to the assessment platform;

allowing the user of the assessment system to play the at least one interactive game in each of the at least three social domains using a user interface of the assessment system;

determining, by the games module, an outcome for each of the interactive games played by the user based on user inputs received from the user of the assessment system via the user interface;

assessing, by an assessment module of the assessment application, a social competency of the user of the assessment platform by comparing the outcome of the at least one interactive game in each of the at least three social domains with normative data; and

generating, by the assessment module, an assessment outcome indicative of the social competency of the user;

wherein the at least three social domains comprise attention/executive function, communication, and social cognition and the normative data is retrieved from a remote server.

21. A computer program product comprising a computer readable medium encoded with computer executable instructions, which when executed in a computer system, is effective to cause the computer system to carry out the method of claim 20.