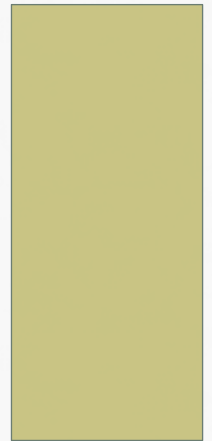


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OHIO AT VENDOR FAIR
APRIL, 2015*

MAKING SENSE OF ASSISTIVE TECHNOLOGY



DISCUSSION QUESTIONS

- What are we currently doing with assistive technology? Is it working?
- How can we improve our efforts to assist students individually with AT?
- What data do we currently have? What data do we need to inform our efforts?

DESCRIPTION

- Educators often struggle with determining which assistive technology would best benefit their students. Many find themselves trying to help the student, learn the devices themselves, assimilate the devices into the curriculum, and teach the rest of the class. This process can be quite overwhelming! This presentation presents best practices for assistive technology adoption and integration that have been developed in schools and therapy centers throughout the United States. Within the discussion of best practices, several approaches to professional development will also be discussed.

TWO QUICK QUESTIONS

- What is the best switch out there?
- What product works for all cases?

WHAT ARE WE CURRENTLY DOING?

- How do we define AT?
- iPad as a major factor
- Funding – the usual questions



IS IT WORKING?



- What metrics are you basing “success” on?
- Who is defining “success?”
- What happens after age 22? 30? 45?
- What are the daily life skills that must be taught?

WHERE DO THE ISSUES LIE?

- Funding
- Training
- Focus
- Perspective
- Research
- “Relate-able” data



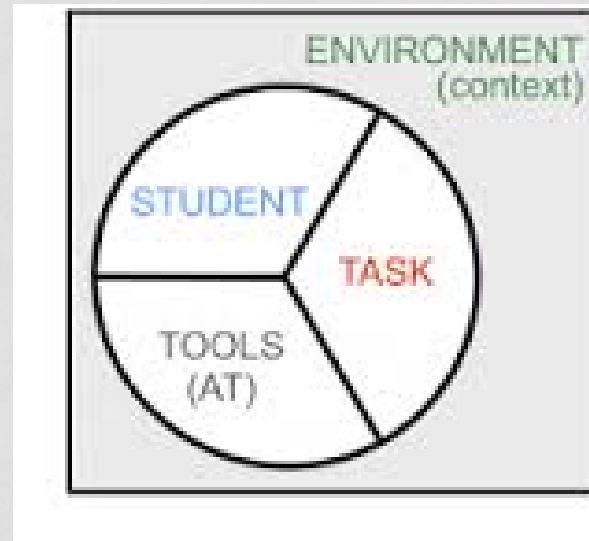
START WITH THE END IN MIND

- How are we assessing?
- Do we focus on ratios?
- Which outcomes are most important?
- What assessment tool is being used?



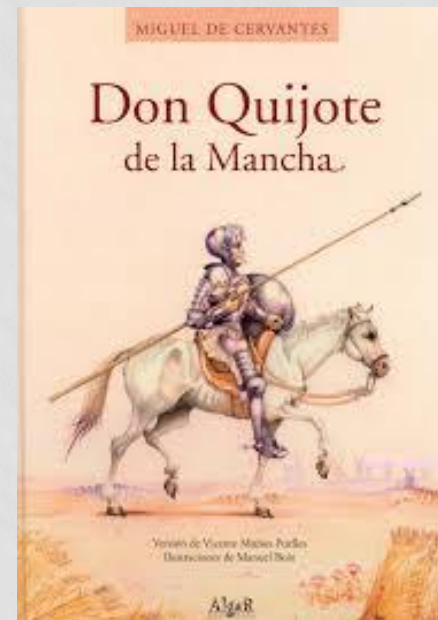
SETT FRAMEWORK

- Student
- Environment
- Task
- Technology (Tools)



CHOOSING THE BEST SOLUTION

- Define all environments
- Add context
- Relate the tasks to daily life activities
- Include fiscal agents in the overall discussions



CATEGORIES FOR THE AT



- AAC/SLP
- Digital interaction
- Blind/visual impaired
- Deaf/hearing impaired
- Music
- Low Tech
- Sensory Assistance

AAC/SLP

- iPad w/ProLoqo2Go
- Tobii/Dynavox
- PRC
- ProxTalker
- Quick Talker
- TalkTrac



DIGITAL INTERACTION

- Eye Gaze Systems
- Interactive Boards/Tables
- iPad/Tablets
- Switches
- Keyboards/Mouse
- Mouth Control



EYE GAZE SYSTEMS

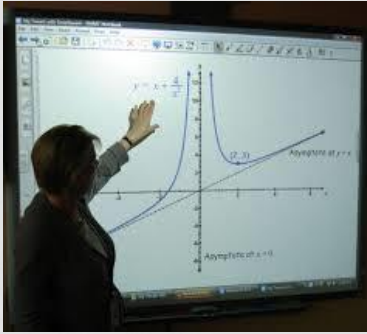


- All in one systems
- PCEye Go
- Tracker Pro



INTERACTIVE BOARDS/TABLES

IPADS/TABLETS



- IWBs
- Multi-touch tables
- iPads
- Surface
- TAPit



SWITCHES

KEYBOARDS/MOUSE

- Standard Switch
- Proximity Switch
- Specialized Switches
- Keyboards
- Mouse/Trackball



Access by
Proximity



MOUTH CONTROL

- Sip and Puff



BLIND/VISUALLY IMPAIRED

- Braille Trainers
- Braille Labeler
- Text enhancer/enlarger



DEAF/HEARING IMPAIRED



- Closed Caption
- Visuals (ISU)
- Wireless keyboards
- In-room audio



MUSIC

- Beamz
- Skoog



LOW TECH SENSORY ASSISTANCE

- Sensory Stones
- Koosh Balls
- Pencil Grips
- Velcro
- Snug Vest



ACCESSIBILITY WITH ADAPTABILITY



- Funding from differing sources
- Use with multiple groups
- Combine learning and therapy
- Use outside of perceived settings

MULTIPLE APPLICATIONS

- NAO Robot
 - “wait, that’s just an expensive toy, right?”



PROFESSIONAL DEVELOPMENT

- Use manufacturers or vendors who are experts in the technology
- Find trainers who understand the classroom/therapy room/other environment
- Take the time and bring in follow-up sessions
- Make it pragmatic
- Make it invisible

STAGES OF TECHNOLOGY ADOPTION

- Ask the questions
- Review its usage
- Time spent
- Date collected
- Eye Test
- REALITY



QUESTIONS?

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