

Welcome! We will start at 3 “sharp”. If you wish to have captioning, please click the caption button located on the bottom right.



Demo Loan Community of Practice: Update

Tuesday, November 13, 2018


3:00 PM Eastern



Agenda

1. A few words about the taxonomy
2. Review of recent survey results and discussion
3. Competencies (found at <https://www.at3center.net/repository/devicedemonstration>)
 - a. Do you/have you used? How?
 - b. Recommendations for change/improving usefulness
3. Introduction to DRAFTS for “computers and related” and “leisure/recreation/sports”
4. Volunteers to assist in development of “Vehicle Modification and Transportation” ?

Taxonomy and Decision Rules

- APR Instruction Manual at www.catada.info  AT program resources
- Definitions and decision rules pages 4 – 14
- Review how to classify items that could fit in more than one category, depending on how and who uses the items; train staff/subcontractors to increase fidelity of the data
- Items used to assist an individual who has vision or hearing impairment will be classified in those categories, whether or not they *could* go in another category. EG an amplified phone for a person who is hard of hearing goes in the “hearing” category NOT in the “daily living” category.
- Home and vehicle category: Items or structures that are portable or temporary, rather than permanent or semi-permanent, are generally classified in another related category (EG daily living) to address a functional limitation.

Demo-Loan “Must Have” and Inventory Survey

- Purpose: initiated because of an inquiry regarding “core inventory” and to identify “must have” items for demo and/or loan across categories and cost/complexity
- October 2018
- 22 respondents
- 55 % lead agency; 32% implementing agency (if different); 9% subcontractor/partner responsible for device lending or demo

How do you determine what devices to add to your inventory? (Choose all that apply)

- #1: Consumer requests
- #2: Staff recommendations
- #3: Additions based on waiting lists
- #4: New items just coming on the market
- #5: Contributions/device donations, discounts, deals
- #6: Recommendations from advisory council; vendor; or items available through other funded programs (e.g. telecommunication device distribution programs; special grants)

If you have multiple sites or regional centers, does each site have a similar inventory? (N=21)

- Inventories vary because sites specialize in serving a particular age or disability type. (5)
- Subcontracted sites vary, depending on other funding or resources they have. (5)
- Working on it (2)
- Yes, we have a uniform inventory for our sites (2: AK and FL)
- N/A – we only have one site (central office or one contractor for demo and/or loan) (4)

Highlights of “popular” items by category and cost

- Finding: Disagreement about what constitutes “low” (under \$50), “mid” (\$51-\$200), “high” (\$201+) tech given cost parameters in the survey; problems with categorization
- Contact amy.goldman@ataporg.org if you want the actual survey results in each category

Highlights of “popular” items by category and cost: Vision

- ***Definition:*** Products designed to assist with vision
- “Low”: writing guides (all kinds); magnifiers with varying features; talking watch
- “Mid”: magnifiers with varying features; Keys U See; Penfriend/C-Pen
- “High”: portable/hand held video magnifiers (Ruby, OrCam, Amigo, etc.); desktop video magnifiers
- “App”: *Seeing AI; *KNFB Reader

Highlights of “popular” items by category and cost: Hearing

- ***Definition:*** Products designed to assist with hearing
- “Low”: vibrating alarm clock; amplified phone; alerting devices
- “Mid”: *Pocketalker; alerting devices; personal FM systems
- “High”: Alerting systems; Ubiduo, soundfield systems; specialized phones
- “App”: *AVA; Flipwriter; TV loud; signing apps

Highlights of “popular” items by category and cost: Speech Communication

- ***Definition:*** Products designed to assist with speaking and face-to-face communication for individuals with speech disabilities.
- “Low”: Picture-based “paper” systems; Talking Photo Album/picture frame; low tech symbol kits
- “Mid”: *Go Talks of every variety; Big Mack and similar (talking “switches” or buttons)
- “High”: *NovaChat, Accent, Tobii Eyegaze, Indi
- “App”: *Proloquo2Go; *TouchChat; Verbally

Highlights of “popular” items by category and cost: Speech Communication

- ***Definition:*** Products designed to assist with speaking and face-to-face communication for individuals with speech disabilities.
- “Low”:
- “Mid”:
- “High”:

Highlights of “popular” items by category and cost: Devices for learning/cognition/development

- ***Definition:*** Products to provide people with disabilities with access to educational materials and instruction in school or other environments; products that assist with learning and cognition
- “Low”: Timers; switches and adapted toys, visual supports
- “Mid”: *Livescribe Echo SmartPen (and similar)
- “High”: *Livescribe Echo SmartPen (and similar)
- “Apps”: Dictation apps, Voice Dream Reader; visual timers

Highlights of “popular” items by category and cost: Devices for Mobility, Seating, and Positioning

- ***Definition:*** Products whose main focus is on augmenting or replacing the functional limitations of an individual’s mobility
- “Low”: *canes; seat cushions; wheelchairs; wedges
- “Mid”: transfer belt, *rollator, seat assist, mounting systems (?)
- “High”: power chair, gait trainer
- “Apps”: GPS; wheelmap

Highlights of “popular” items by category and cost: Devices for Daily Living

- ***Definition:*** Devices that enhance the capacity of people with disabilities to live independently, especially AT that assists with Instrumental and other Activities of Daily Living
- “Low”: reachers, dressing aids, utensils, pill organizers
- “Mid”: *liftware, medication administration systems
- “High”: *liftware, *Obi, Hoyer lift, IoT devices
- “Apps”: pill reminders, lists, calendar/alarm apps, picture schedulers

Highlights of “popular” items by category and cost: Environmental Adaptations

- ***Definition:*** Environmental and structural adaptations to the built environment that remove or reduce barriers; *typically permanent or semi permanent structures, modifications or additions*
- “Low”: Switches; doorbell systems; lighting; extended door hinges
- “Mid”: no drill grab bar, ; IoT systems e.g. Amazon Echo; Google Home
- “High”: IoT systems e.g. Amazon Echo; Google Home; talking appliances; adapted kitchen with pull-down shelving
- “Apps”: IoT/smarthome system app controls

Highlights of “popular” items by category and cost: Vehicle modifications/transportation

- ***Definition:*** Products that give people with disabilities independence and enhance safety in transportation through adaptation of vehicles.
- “Low”: *Handybar, accessible van
- “Mid”: car handle; transfer disc
- “High”: Steering wheel adaptations; ramps
- “Apps”: Google maps; GPS; waze

Informal survey of devices for demo loan in this category (November 2018)

- Extra Large Panoramic Rearview Mirror
- Handybar
- Car Caddie
- Seatbelt adaptation
- Egress bar
- Steering wheel knobs
- Portable vehicle hand controls (gas and brake)
- Easy reach seat belt handle
- Fleece seatbelt cover
- Gas cap opener
- Talking tire gauge
- Adapted key handles
- Car cane
- Anti-glare visor
- Soxick HD night driving glasses

Highlights of “popular” items by category and cost: **Computers and Related**

- ***Definition:*** Hardware and software products that enable people with disabilities to access, interact with, and use computers at home, work, or school
- “Low”: trackball; adapted keyboard; built in features
- “Mid”: ergonomic mouse and other alternative mice; adapted keyboard; switch interface
- “High”: headmouse, Glassouse; eye tracker; speech-to-text
- “Apps”: *Dragon NS; Sesame Enable; note-taking apps; built-ins

Highlights of “popular” items by category and cost: Recreation, Sports, and Leisure Equipment

- ***Definition:*** Products not already classified in other categories that help persons with disabilities to participate in sport, health, physical education, recreation, leisure, and dance
- “Low”: *adapted toys; *card holders; sound balls
- “Mid”: IoT with music; adapted toys/games
- “High”: adapted game controllers; bikes; adapted devices for hunting/fishing
- “Apps”: e-books; gaming or video apps; music apps (including instruments)

Competencies

<https://www.at3center.net/repository/devicedemonstration>

- a. Do you/have you used? Which ones? How have you used them??
- b. Recommendations for change/improving usefulness

DRAFTS

- Computers and Related Competencies
- Recreation, Sports, and Leisure Equipment Competencies

ATIA session of interest!

Approaches to Managing Your AT Inventory

- Panelists will describe the structure of their program (e.g. devices located centrally or at multiple locations); the characteristics and management components of their system including accessibility; and the advantages/disadvantages of their approach to the growing need for device inventory management.
- Friday, February 1, 2018, 9:20 AM – 10:50 AM

Thank you for joining us today!

- Please evaluate this webinar at <https://www.surveymonkey.com/r/6WFDWHY>
- Save the dates!
- When: Wednesday, December 12, 2018 at 3:00 PM Eastern
What: MyNotifi (<https://www.mynotifi.com/>) fall alerting system
- See all upcoming CoP calls at <https://www.at3center.net/repository/at3events>
- Archived demo-loan call materials and “discounts and deals” at <https://www.at3center.net/repository/DemoLoanCoP>