





Motor access is critical to the success of AAC

- o Skilled motor access allows effective interface with the AAC system
- \circ This is a primary mechanism by which a child gains experience in language provided by the AAC system
- \circ Without this integral part, the impact of AAC intervention will be significantly limited

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Costs

- \circ Prolonged periods focusing on learning the access method
- o Mental and physical fatigue
- Communication breakdowns and limited strategies to overcome them



Children with
Motor Impairments

- Constraints in body function and structure may limit resources for skilled motor access

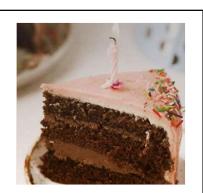
- Alternative access options may require additional learning and may use less traditional motor movements

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The focus ideally will be on the interaction and the language construction and complexity Now that we have talked about why access matters...

Why does the process matter? Isn't the information we have enough?



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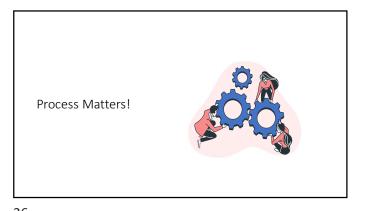


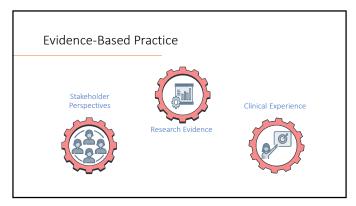
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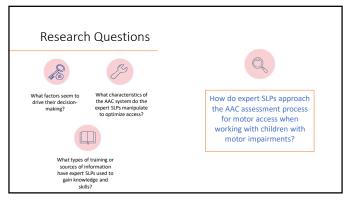


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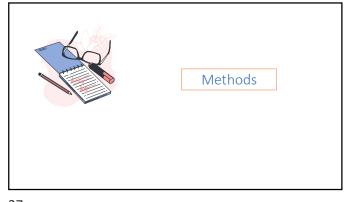






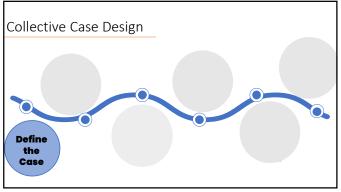


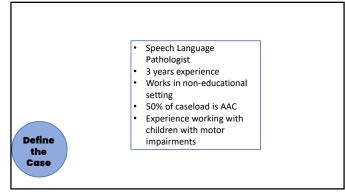
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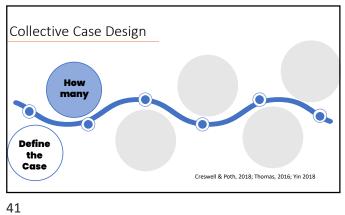
Collective Case Design

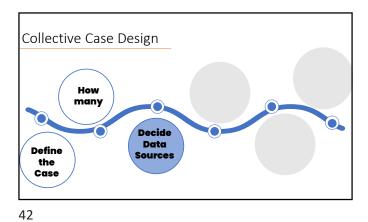
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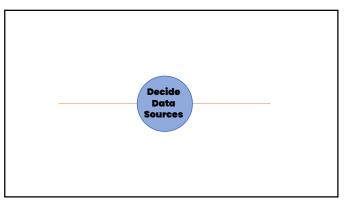


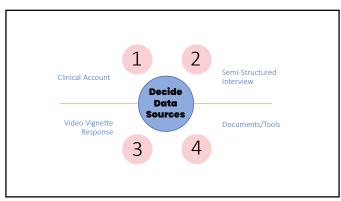


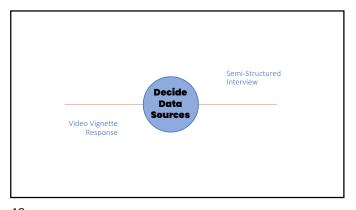
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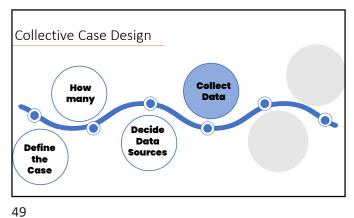


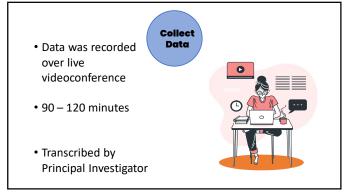


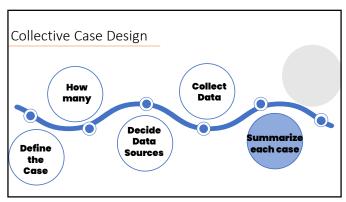




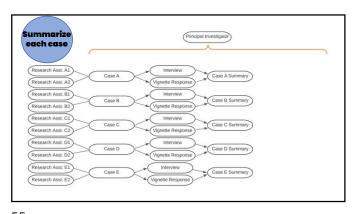


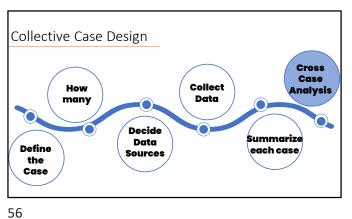


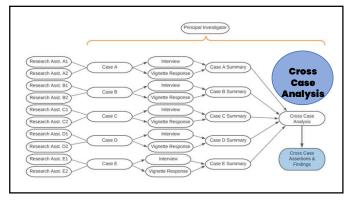


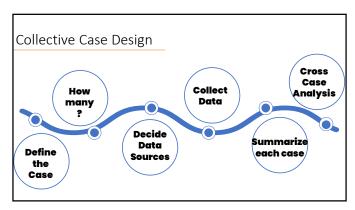


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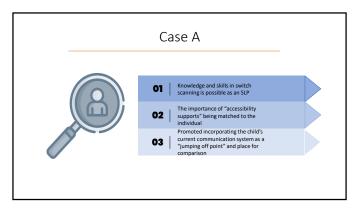


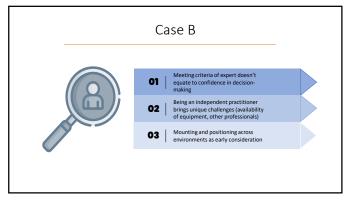


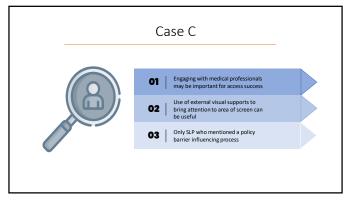


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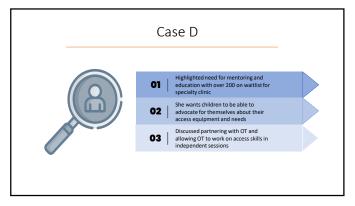


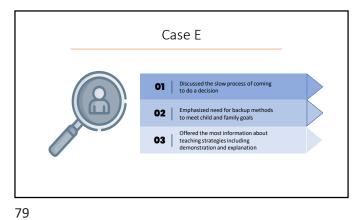




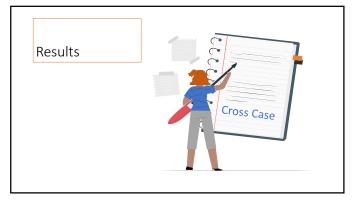
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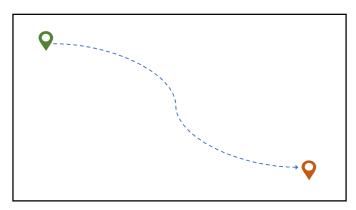
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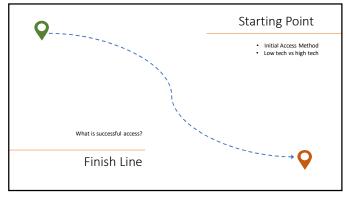


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Successful Access ??

Language or Communication Measures

Increasing type and frequency of communication

As much language as possible

Goals set by family and child

Motor Access

Accuracy

Independence

Effective

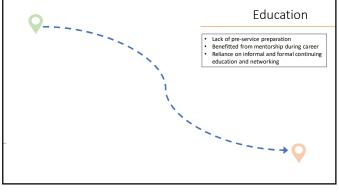
Effortless

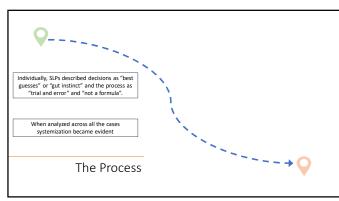
Consistent

Comfortable

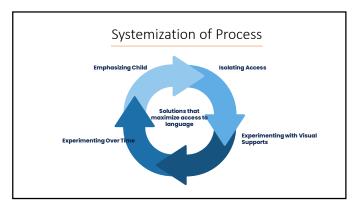
In the background

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Emphasizing the Child

- The child's capabilities drive initial access decisions
- The child's feedback drives details of the setup
- The child's (and family's) preferences drives the recommended solution

As much feedback from our AAC users as we can get because it's their device and when we can direct feedback from them as to whether or not they like or do not like a feature, then, of course, that trumps all. Barring that, we have to use behavioral indications as to whether a feature increases or decreases communication frustration (SIP A).

You know, I'm here to give the options, but it's really based on the kid or client and the family (SLP C).

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That's usually the way I like to start just so it's not muddled with not knowing if it's just because it's new. The communication piece is so much more cognitively complex. I like to take that piece of it out first (SLP E).

Early games we are working on the two [switches] to know this one is getting that thing to move around and this one is going to make it reveal or open, you know trying to teach the two separate from language (SLP B).

Isolating Access

- SLPs use non-communicative activities to provide experience and practice
- Cognitive "complexity"
- Often finalize positioning and range
- Isolation helps determine access timing and target size

• Changes to contrast of display background or button background

- Providing highlighting or framing of buttons as intermediary feedback during visual search
- Potential use of selection indicators such as a shrinking dot or clock

• Effort to increase visual attention

I typically... [am] changing the background color of the device to increase the contrast. Fine tuning the specific access features like dwell time and feedback (SLP A)

Give some feedback of some visual, like highlighting ...definitely as part of it. They respond better, but I've also had some where that becomes a big distraction (SLP C).

Experimenting with Visual Supports

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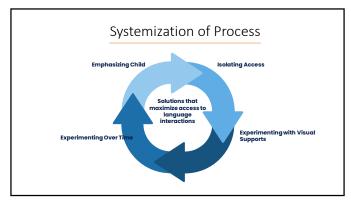
SLPs did not expect to make a decision during the initial assessment
 Relied heavily on subsequent trials to find optimal access setup as well as balance with language

Re-evaluation over the long term to make sure access continues to meet current needs

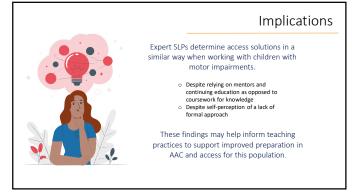
Reperimenting Over Time

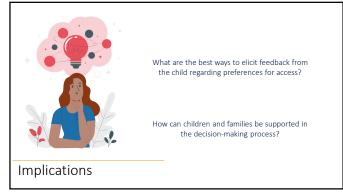
-as many trials as needed to just kind of keep parrowing it down and keep perfecting it until we all feel really confident that this is the right solution that we found (SLP E).

So, I never feel 100% sure. And I think that that's an okay thing because, I think, if you do that, then you're not looking to improve. And so, I think I always want to be constantly evaluating" (SLP D).



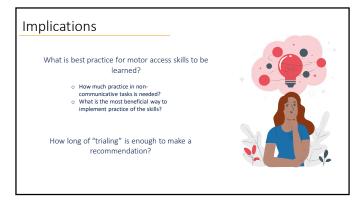
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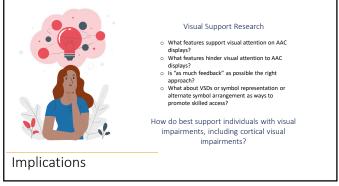


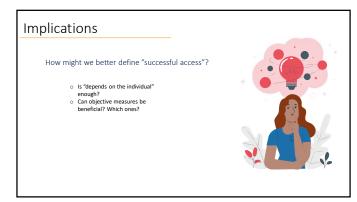


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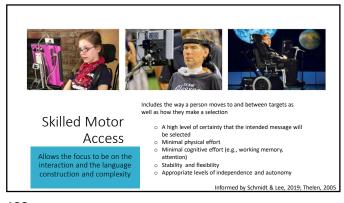








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