

Alternative Access for AAC



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COMMUNITY VISION



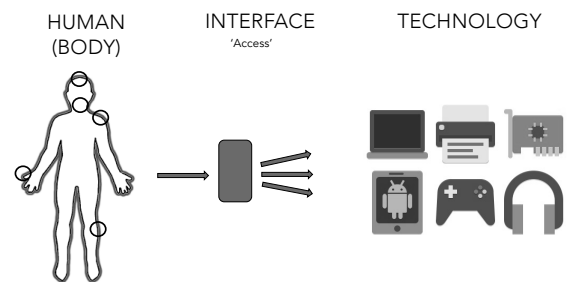
Objectives

1. Gain a basic understanding of the Human Technology Interface (HTI)
2. Understand what is meant by Visual Motor Access to AAC
3. Identify at least one Alternative Access method for AAC
4. Understand the reason for learning Alternative Access in the context of play/errorless activities

What is AAC Access?



How someone interacts with & uses a communication system



For Successful Communication...

Remove Barriers to:

- Motor
- Auditory
- Visual
- Other sensory/regulation



'Make access as easy as possible'

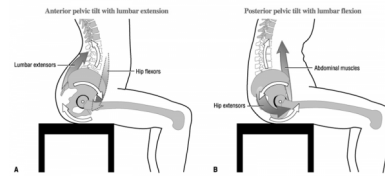
Body Readiness - Sensory



Body Readiness - Positioning



Seated Position Affects Performance



Body Readiness – Standing!



Position affects Visual Convergence



Consider Visual Field & Layout



Severe Dyspraxia

- Often a hidden motor impairment in autism, Rett, CP, TBI, CVA.
- Dyspraxia = the inability to carry out a cognitive intent. It is difficulty with motor planning, but **does not reflect cognitive ability**.
- Do not assume that someone does not understand an activity just because their body does not always cooperate.

Intention can be masked by motor planning challenges!

Therefore...

- Least dangerous assumption → Assume the potential to learn & understand, but body is not cooperating.
- Watch eyes, subtle body movements, for signs of intent. **Every moves counts!**
- Dyspraxia tips handout (adapted from L.Burkhart)



Components of Communication



For Successful Communication...



Practice Access & Communication separately, then together sometimes.
But do not combine GOALS!

Access

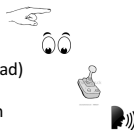
- Play-based (↓ cognitive load)
- Easy, Automatic
- Visual, Motor, & Auditory skills
- Can take time/practice for accuracy to be good enough not to cause frustration



Access Methods

Direct

- Hand
- Eyes
- Mouse (hand or head)
- Joystick (hybrid)
- Speech Recognition



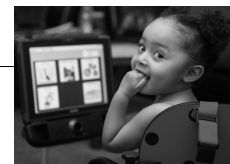
Indirect

- Scanning (switches)
- Morse Code



Direct "Alternative"

- Eye gaze
- Head mouse
- Joystick (hybrid)
- Modifications: key-guards, slantboard



Eye Gaze



Head Mouse – fun access practice



*now on iPad!

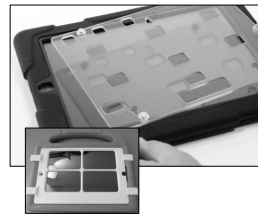


Joysticks

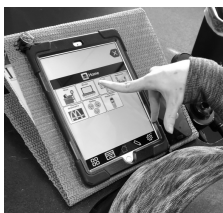
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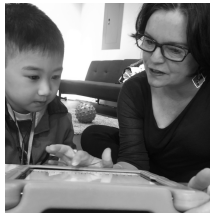
Keyguards



Slantboards & Angles



45°



20°

Other Accessories

CASES, STRAPS, MOUNTS, STANDS...