**In order to receive CEUs both forms must be completed:**

**Innovative AT**

**January 17, 2020**

**CEU Evaluation Form**

 **Underline/highlight/circle** the answer that you wish to indicate.

1. Content of the materials presented was: Not Useful Neutral Useful
2. Duration of the presentations was: Too Long About right Too Short

 3. Research evidence and outcomes data were used to support the presentations: Disagree Neutral Agree

 4. I think the impact of this work on my clients who use assistive technology will be: Adverse Neutral Beneficial

1. I was provided with feedback on my ability

 to master the learning objectives: Disagree Neutral Agree

1. The information I learned will support my

ability to collect data and measure outcomes

as part of my evidence-based practices: Disagree Neutral Agree

1. I think the following could be improved: \_\_\_\_\_\_
2. I think the following was particularly good / useful: \_\_\_\_\_\_\_\_\_\_\_\_
3. In my assessment, my continuing education needs that relate to achieving the most effective communication for my clients who use assistive technology include the following: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. **Underline** items if you are 1) a member of ASHA; 2) a teacher; 3) an OT; 4) a PT; 5) a member of RESNA; 6) an ATP; 7) an ATS; 8) other: \_\_\_\_\_\_\_\_\_\_\_

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**January 17, 2020**

Learning Assessment Form

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Completion of this quiz is a requirement to receive CEUs for attending this seminar. Underline/highlight/circle the correct answer to each question. You must pass with 80% correct to be eligible for CEUs.

1. Simple games are the best solution for anyone with a disability?

\_\_\_\_\_\_\_\_True \_\_\_\_\_\_\_\_False

1. Closed Captions and Game Chat Transcription are examples of built in console accessibility? \_\_\_\_\_\_\_\_True \_\_\_\_\_\_\_\_False
2. The Xbox Adaptive controller allows you to play games using your own switches? \_\_\_\_\_\_\_\_True \_\_\_\_\_\_\_\_False
3. Smart Home Technologies can only be used in the home?

\_\_\_\_\_\_\_\_True \_\_\_\_\_\_\_\_False

1. The more WiFi connected devices you have in your home the more likely you will be to experience interference and latency?

\_\_\_\_\_\_\_\_True \_\_\_\_\_\_\_\_False

1. Augmented Reality is:
	1. Interactive experience of real-world environment enhanced by computer-generated perceptual information.
	2. Simulated experience that can be similar to or completely different from the real world.
	3. Visual hallucinations.
	4. All of the above.
2. The “uncanny valley” is:
	1. A sudden open in the Earth’s crust.
	2. A virtual reality game.
	3. The relationship of how human something looks and how eerie or creepy it appears.
	4. An optical illusion aided by artificial intelligence.

Continued…

1. Machine learning is a subset of artificial intelligence.
	1. True
	2. False
2. Artificial intelligence can perform:
	1. Visual perception
	2. Speech recognition
	3. Decision-making
	4. Translation
	5. All of the above
	6. None of the above
3. The HP Reveal Augmented Reality App was originally created:
	1. As a video modeling app
	2. For advertising
	3. As a remote training app
	4. As an x-ray glasses app
	5. For a school science fair project

Please note any suggestions for improving this activity in terms of learning value.