In order to receive CEUS you must complete both sections

Empowering Gamers of All Abilities: An

Introduction to Adaptive Gaming:

September 12, 2024

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:
2. The information I learned will support my ability to collect data and measure outcomes as part of my evidence-based practices:

Disagree Neutral Agree

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: .

Empowering Gamers of All Abilities: An

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Learning Assessment Form

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

In order to pass a participant must score an 80% or higher. Underline/highlight/circle the answer that you wish to indicate. Please answer the following questions:

1. Adaptive video gaming enables people with disabilities to play games and often involves modifying console/PC settings, game-specific settings, and/or controllers or other access methods.
	1. True
	2. False
2. An example of a modification to support someone with low vision may include:
	1. Using a one-handed controller
	2. Enabling subtitles for in-game dialogue
	3. Increasing color contrast and text size
	4. Remapping buttons with accessible switches
3. Which of the following should be considered when getting started with adaptive gaming?
	1. Prior history with gaming
	2. Personal interests
	3. Motor and cognitive abilities
	4. Motivation
	5. All of the above
4. The best game genre to introduce someone to when starting adaptive gaming is first-person shooters, such as Call of Duty.
	1. True
	2. False
5. Resources that can help with adaptive gaming in the US include AT Act Programs, the AbleGamers charity, Centers for Independent Living, peer support groups, and web-based resources.
	1. True
	2. False

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

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