

Adaptive Computing Quick Info Sheet

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Major areas of Adaptive Computing:

1. Adaptive input...

- a. hardware: alternative mice, trackballs, joysticks, and keyboards
- b. software: voice recognition, keyboard emulation, eye-gaze systems, on-screen keyboards, and mouse click emulators

2. Adaptive output...

- a. hardware: large monitors, Braille embossers, refreshing Braille displays, magnifiers
- b. software: screen readers, text to speech, scan and read programs, alternative color schemes

3. Ergonomics...

- a. hardware: postural supports, special workstations, arm and wrist supports, ergo keyboards, ergo mice, trackballs, and joysticks
- b. software: accommodations for eye fatigue, special adaptive settings, reminders to take rest and stretching breaks

4. Adaptive settings and keystroke reduction...

- a. Windows: accessibility settings that are provided by the operating system (ex: StickyKeys), mouse settings that help reduce movement (ex: SnapTo), or Desktop settings such as size, color and speed of the mouse cursor
- b. Special keystroke combinations that reduce required movements (ex: Windows key opens the Start Menu)

5. Programs designed for the disabled community...

- a. Aids for Daily Living...controls for the home, Environmental Control software, memory aids,
- b. Sensory Enhancements...visual aids, hearing assists, AAC programs (Alternative and Augmentative Communication)
- c. Rehabilitative programs...memory aids and cognitive assists for person suffering from aphasia, stroke events or TBI.

Texts:

- Cook, Albert & Hussey, Susan: Assistive Technologies, Principles and Practice
- Anson, Denis K.: Alternative Computer Access, A Guide to Selection
- Alliance for Technology Access: Computer Resources for People With Disabilities

Equipment:

- www.infogrip.com adaptive computing
- www.tashinc.com switches and mounts (now owned by ablenetinc.com)

Information:

- www.assisttech.info Gober's AT website, a work in progress