

RESNA 2015

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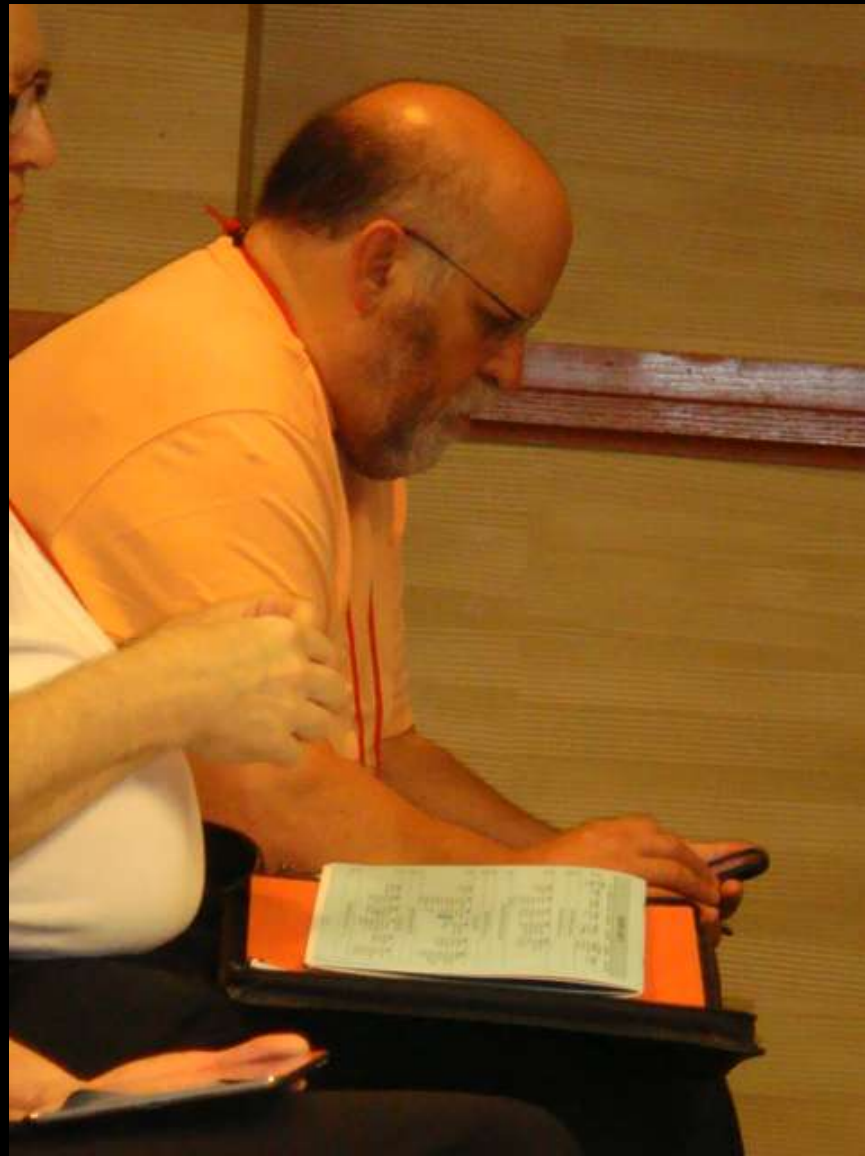
































Student Design Competition Semi-Finalists

- Design of a Hitch Mounted Car Rack for a Handcycle – *Garrett Kryt, British Columbia Institute of Technology*
- Designing an In-Home Scalable Robotic Exoskeleton and Tablet Gaming Suite for Hand Function Rehabilitation for Neurological Disorders – *Brittney English, Jennifer Hunter, Johnathan Tuck, George Tzintzarov, Georgia Institute of Technology*
- Rhombus Rumbles: An Educational Game for Children with Hearing Disabilities - *So Yeon Park, Kanhika Nikam, Stanford University*





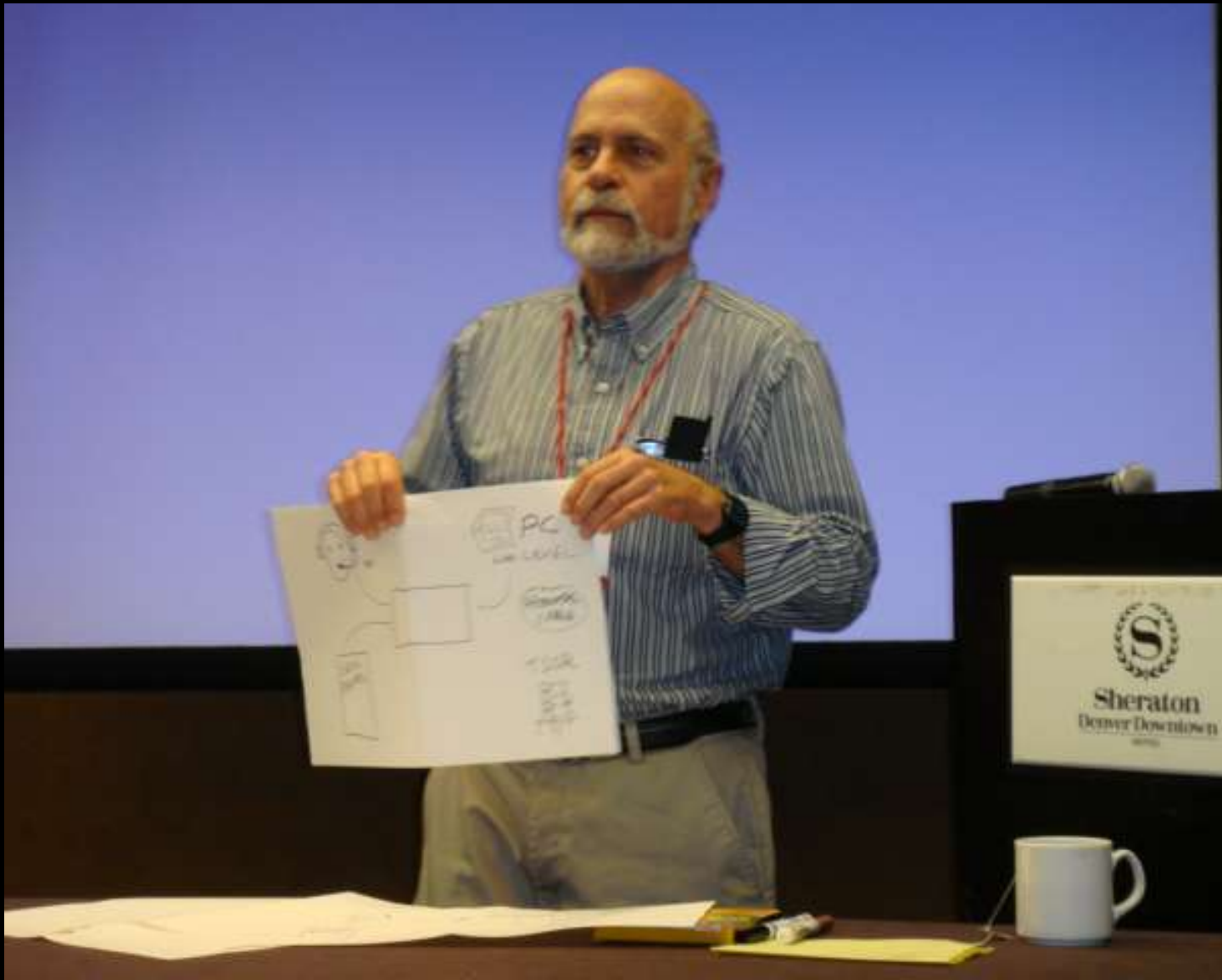
























- 3) Language (Auditory & Reading Comprehension; S
- 4) Sustained Visual Attention

- 2. Easy to administer
- 3. Less than 10 minutes total time
- 4. Completed in participant's residence
by a research chair

participants

Dken, [unclear] (2013). A clinical screening
board™ [unclear] rehabilitation: Assistive Te
do [unclear] CID: PMC3962814.



- 2) Hearing
- 3) Language (Auditory & Reading Comprehension)
- 4) Sustained Visual Attention

2. Easy to administer

3. Less than 5 minutes total time

4. Conducted at participant's request
wheelchair

Complete LIS participants

Oken, B. (2013). A clinical screening tool for hearing, reading, and visual attention in individuals with hearing loss. *Journal of Rehabilitation Research and Development*, 50(1), 1-14. doi:10.1177/1543962814.1240001





