

ATIA 2022 Conference Learning Outcomes*

Participants will be able to:

- Describe one or more occupation-based outcomes for use of assistive technology to support individuals with disabilities and functional limitations that may impact access, participation, productivity, and achievement.
- Describe one or more ways that assistive technology improves function, access, and meaningful participation by individuals with disabilities or functional limitations.
- Identify one or more ways that the use of a continuum of assistive technologies, including those acquired commercially off the shelf, modified, or customized, address barriers related to aging in environments and communities such as school, home, work, recreation, and general public access.
- Define one or more emerging and existing technologies or systems for: Alternate keyboard/mouse, eye gaze, head pointers, scanning, switches, innovative text entry, environmental control units (ECUs), mobile devices and apps, mounting devices, functional seating and mobility, home modification, activities of daily living, adaptive recreation and sports, and improved public access.
- Describe one or more implementation strategies for assistive technology in one of the following settings:
 - Accessible toys, play, and playgrounds
 - Adaptive recreation and disabled sports technologies
 - Aging in place
 - Community access technologies
 - Computer access technologies
 - Customized and 3-D printed solutions
 - Employment access
 - Environment access
 - Ergonomics
 - Functional seating and positioning
 - Home access technologies
 - Independent living
 - Instrumental Activities of Daily Living (IADLs)
 - Leisure
 - Maker contributions to AT

- Rehabilitation
- School/education environments
- Transition to environment/community

For more information about CEUs, check out the [CEUs Info section](#).

**This information is to support AOTA CEUs for this conference.*