Low cost, free technologies and adaptations made by users. (Crmf Albacete-Ceapat)

Type of Project

Ongoing research project

Summary

Low cost, free technologies and adaptations made by users is a collaborative project. It grows with the exchange of information and knowledge of the people that participate in the project.
This experience consists of:
1-Anual contest of ideas that solve needs of older people and persons with disabilities. These ideas relate to daily life activities and are developed by users or families. These proposals ("do it yourself") are organized and can be consulted in a catalog.
2-International meeting on low cost, free technologies and adaptations made by users. During the last 4 years it has been held in the month of july. It is composed of workshops, master lectures and showrooms of low cost products and free technologies. The methodology of the workshops is “learning doing”. The aim is that these experiences can be included in daily life by users and professionals. In addition to this, the meeting provides a space of relationship between users, families and professionals.
3-Website where all these resources can be consulted.
http://www.crmfalbacete.org/recursosbajocoste/default.asp
http://www.youtube.com/user/recursosbajocoste

Low-tech, high-tech products, services and contexts for play

Low cost, free technologies and adaptations made by users is a collaborative project that grows with the exchange of information and knowledge of participants.
The experience consists of an anual contest of ideas, developed by users or relatives, that solve needs of older people and persons with disabilities. The areas of this ideas and products developed by users are: Tools for learning, Technology, Communication, Rehabilitation, Daily life activities, Sexuality and Play. Many of them relate to games and play.
Every year it is also held an international meeting on low cost, free technologies and adaptations made by users. It is composed of workshops, master lectures and showrooms of low cost products and free technologies. The methodology of the workshops is “learning doing”. The aim is that these experiences can be included in daily life by users and professionals. In addition to this, the meeting provides a space of relationship between users, families and professionals.

The context of use

Home, school, rehabilitation center and other environments

Type of play in this play system

Cognitive

Practice
Symbolic
Constructive

Social

Solitary
Parallel
Associative
Cooperative

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play
d8801 onlooker play
d8802 parallel play
d8803 shared cooperative play

Play-like activities: Therapeutic and educational objectives

b1 Mental functions
b2 Sensory functions and pain
b3 Voice and speech functions
b7 Neuromusculoskeletal and movement related functions
d1 Learning and applying knowledge (learning through symbolic play, learning through pretend play)
d2 General tasks and demands
d3 Communication
d4 Mobility
d7 Interpersonal interactions and relationships

Number of participants

>20

Chronological Age

0-3 years
3-6 years
6-12 years
12-18 years

Development Age

0-3 years
3-6 years
6-12 years
12-18 years

LUDI Categories of disabilities

Mental/intellectual impairments::
mild
moderate
severe
profound
Hearing impairments:
Partially hearing impaired

Deaf
Visual impairments:
Partially sighted
Blind
Communication disorders (speech and language disorders):
Physical impairments:
Mild
Moderate
Severe
Autism Spectrum Disorders:
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

Visual instruction with pictures or drawings
Modeling by therapist/researcher

Involvement

Adult: therapist/educator/researcher
Parent or significant others
Peer with disabilities
Peer without disabilities

Role

Providing instruction

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Feedback from client/parents/professionals
(validated and reliable) outcome measures like tests, self-reports of client/system, questionnaires

Information about availability of outcome measure: publisher, website, contact person

Every year different aspects of the international meeting are assessed: organization, lectures, workshops, methodology... The average score related to 2016 was 8,8 on 10.

Summary of achieved effects

Catalog of adaptations made by users: 56 results of products (low cost, free technologies and adaptations made by users) related to Play, toys, art and leisure. Example of workshops (2016): Kinect PC.

References to the intervention or research project

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Website

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Keywords

Low cost, Free technologies, Do it yourself, Adaptations, Users.