

Additional Information from Marty Exline, AT3 Center Training and Outreach Lead:

Among the state AT Act programs that have been involved with accessible gaming projects are Missouri, Kansas, Texas, and Maryland. Arizona also has an adaptive gaming project. I'm attaching some slides from the Kansas project which was funded through a grant from the Reeve Foundation. This is an area in which the AT3 Center will continue to be involved. There has been considerable research demonstrating the broad benefits of video game play to perceptual and cognitive declines associated with advancing age.

In terms of 3D printing activities, some of the state AT Act programs that have begun projects are Pennsylvania, Florida, Utah, North Carolina, Texas and New York. The New York AT Act program has provided each of their regional AT demonstration centers with funding to purchase 3D printers and supplies. One of their centers recently provided a training about how to make AAC devices available to younger children through 3-D printing efforts. Much of the focus to date has been on printing smaller devices to help older individuals with mobility/dexterity impairments such as dressing aids, bottle opens, pencil holders, gas cap openers and similar devices that can assist with difficulties holding or manipulating items in one's hands.