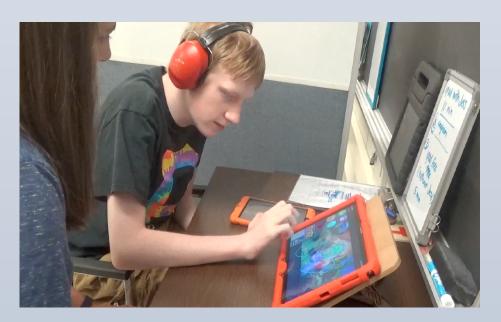


Jessica Caron, Ph.D., Emily Laubscher, M.S., Janice Light, Ph.D., David McNaughton, Ph.D., Amanda Slowey & Victoria Starr The Pennsylvania State University

BACKGROUND

PennState

- Children with ASD reportedly engage with electronic screen media, including videos, more often than all other leisure activities (Mazurek & Wenstrup, 2013; Shane & Albert, 2008).
- Interventions that incorporate the interests of children with ASD have been associated with positive outcomes with respect to social/communication skills (Ninci, Rispoli, Burke & Neely, 2018).
- **Challenge:** For individuals with ASD and complex communication needs, AAC systems are often separate from the device that plays the videos. In order to watch videos and talk about them, individuals who use AAC must shift their attention away from their preferred activity (the video) in order to compose a message on their AAC system, then shift attention back to the video.
- Potential Solution: Visual scene displays (VSDs) embedded within videos (i.e., "video VSDs") (Light et al., 2014). Video VSDs allow the individual to quickly access relevant vocabulary in the exact moment it is needed to discuss events as they are depicted within the video.



RESEARCH AIM/QUESTIONS

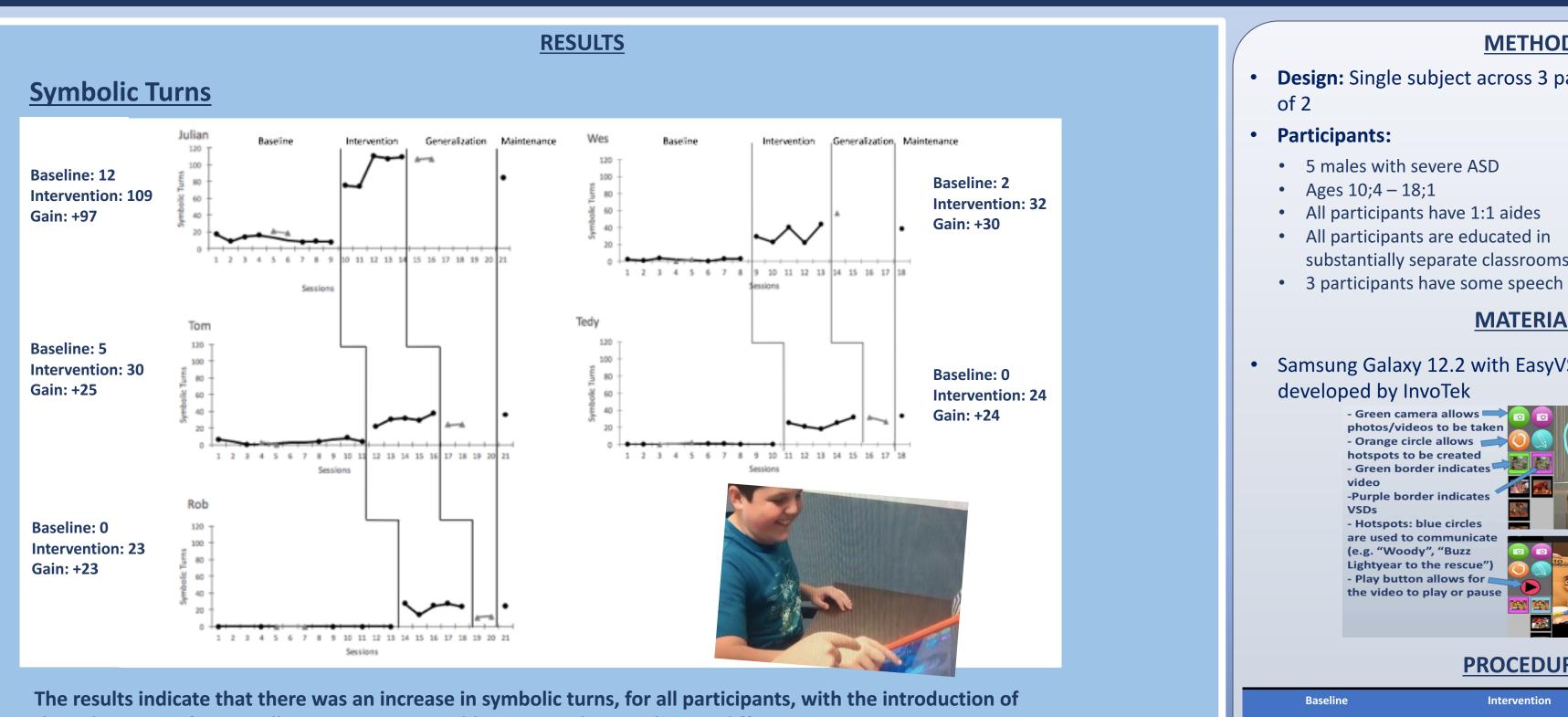
 Introduce video VSD as a tool for promoting social communication within highly motivating, meaningful, videobased activities for individuals with ASD and limited speech who require AAC. Specifically:



www.PosterPresentations.co

• 1) What is the effect of using a video VSD on the frequency of communicative turns taken by an individual with ASD and CCN, during a shared preferred leisure activity (YouTube)?;

(2) What is the impact of the video VSD on the type of turn (i.e., speech, SGD, sign), taken by the individual with ASD and CCN?

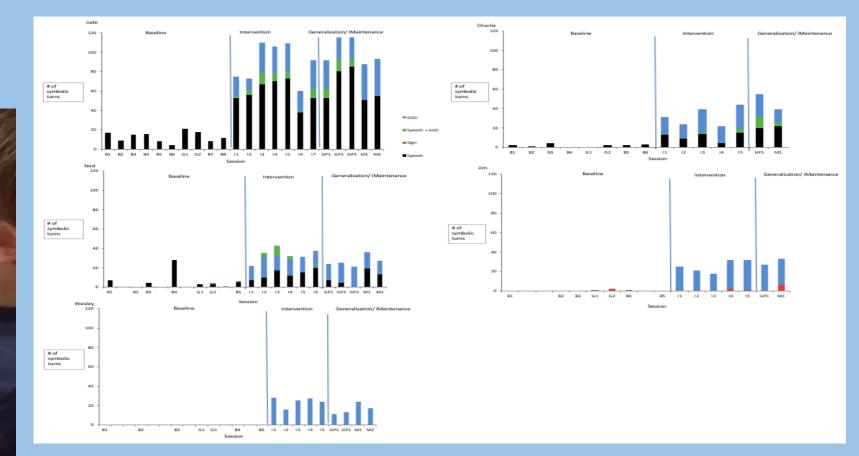


the video VSD software. All participants were able to generalize results to a different communication partner, as well as maintain results 4 weeks after the last intervention session.

Communicative Modes



Watch and Talk: Effects of Video VSDs on Communication Turns with Individuals with ASD



The results indicate that there was an increase in speech (for those who used this mode) with the introduction of the video VSD software. The finding supports previous research that demonstrates that AAC does not inhibit, and in fact can promote, speech production (e.g., Millar, Light, & Schlosser, 2006)

-10 minute sessions with

-5 bookmarked preferre

YouTube Videos on iPad

comment/question ever

communication attemnt

-Current forms of AAC

Researcher would

researchei

availabl

- shifting and minimize demands
- through hotspots

Contents developed under a grant from the National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR grant #90RE5017) to the RERC on AAC. The contents of this presentation do not necessarily represent the policy of NIDILRR, ACL, HHS, and you should not assume endorsement by the Federal Government.



NATIONAL INSTITUTE ON DISABILI NDEPENDENT LIVING, AND

RERConAAC

METHOD

Design: Single subject across 3 participants, with a replication



MATERIALS

Samsung Galaxy 12.2 with EasyVSD application (version 1.53)



PROCEDURES

Intervention

-10 minute sessions with researche -5 videos (1-2 minutes in length) aded and programmed withir EasyVSD application

Each video had 5 pre-programme SDs & 3 hotspots per VSD very 60 seconds or respond with extension/recast if communication -Current forms of AAC available, as well as EasyVSD

-10 minute sessions wit known partne (all 1:1 aides) -Same procedures -Use of table and video VSDs

-10 minute sessions with researcher -Same procedures -Use of table and video VSDs -4 weeks afte nterventio

DISCUSSION/CONCLUSION

All participants demonstrate an increase in communication turns with the introduction of video VSDs. This is potentially due to: • Communication opportunities embedded directly within each video serving as an implicit prompt to communicate Communication opportunities embedded to reduce attention

• Preferred context and vocabulary programmed in the moment

ACKNOWLEDGEMENTS