

Activity Trainer Justification

Problem Addressed	
<p>Some students, including many with autism, have a very difficult time with observational learning, and in many cases are not learning fundamental skills. Students who do not learn fundamental skills at an early stage of development will require educational and adult services later that will be extremely costly. Over 20 years of research has shown Video Modeling (VM) to be effective at increasing acquisition of a wide variety of skills across a wide variety of students including some of the most challenging to educate like students with autism. However, video modeling has not become common practice in our educational system due to lack of practical player. The Activity Trainer (AT) is a software tool specifically designed to address the issues preventing VM from becoming common practice.</p>	
Key Features and Benefits	
<ul style="list-style-type: none"> • Teaches skills • Evidence based on over 20 years of video modeling research • Makes video modeling (VM) practical <ul style="list-style-type: none"> ○ VM is not common practice due to lack of practical player – VM has been unnecessarily difficult and time consuming prior to the introduction of the Activity Trainer ○ AT organizes materials for quick access while working with a student ○ Eliminates the inconvenience of using CDs, DVDs, or file structures while working with a student ○ Replaces a standard media player with a player designed for use by a teacher focusing on teaching the student ○ Eliminates time it takes for teachers to create VMs • First environment designed specifically for video modeling • Supports task analysis, sequences, data collection, organization by student, worksheets, and visual schedules • Extends simple video modeling by integrating video with images, audio, and text to support a variety of educational goals • Contains large “Skills Library” of ready to use activities (over 300) • Contains “User Library” for customers to create their own activities • Frequently enables learning where previous teaching has not resulted in student success. There can be lifelong impacts on independence, self-determination, and employability. • Helps make teaching assistants more systematic and effective at teaching. 	
Educational Considerations	Budgetary Considerations
<ul style="list-style-type: none"> • Highly leverages teaching resources • Supports IEP goals and provides evidence of learning • For students developmentally 2-9 years old • Used with young children to adults • Covers academic, communication, daily living, non-verbal imitation, recreation, social, and vocational • Content ranges from fine motor skills, oral motor, dressing skills, hygiene, self-control, school, community, office, play, athletic, and social interactions • The Activity Trainer can improve staff efficiency up to 100 times for some skills with some students • Use the AT to attempt to teach skills that have not been previously learned. For example, for students that have not acquired pivotal skills like shoe tying through regular methods, the AT can frequently easily fill in these critical skills. The students that can learn with this method will be able to gain skills in many daily living and vocational areas. 	<ul style="list-style-type: none"> • Highly leverages financial resources • Value vs. human cost: The AT is like having an extra teaching assistant to provide the model for well less than 1/100 the cost of a teaching assistant. • Value vs. special education student budget: Based on 20 minutes use per day for a student, the AT would provide about 5%-10% of instructional time for 0.1%-0.2% per year of one year's student budget giving a technology leverage of 25-100 times. • Value vs. typical pricing: Pre-discount pricing vs. typical special education software is 1/10 to 1/16 the cost. • Cost effective way to help compensate for increased student to teacher ratios in these tight budgetary times. • Cost effective way to teach skills that students had not acquired which has impacts on future education and adult care costs. • A sound investment in educational technology that has short-term and long-term benefits