

SOFTWARE EVALUATION

Evaluator's Name: Sharon Eilts

Date of Evaluation: April 23, 2005

Product Title: Joystick (and mouse) Trainer

Publisher: R.J. Cooper & Associates

Content/Subject: subject neutral, skill building activity, pointing device-training software

Instructional Design for Learners: This software addresses what type of learner needs?

Physical/motor disabilities

Program Design

Describe the learning objectives of this program.

- Training for wheelchair control
- Training for computer input/control

Describe whether or not the program is age-appropriate.

- Multi-age focus, but the graphics are more “primary” in nature; company says students as young as 2 years old can use this app.

What type of motivational techniques does the program employ?

- Auditory
- Visual
- Animation

Describe the types of skills this program helps develop.

- Activities designed to train client/student in the use of a joystick for wheelchair/computer control

Special Features:

- Uses mouseovers for sound activation, but if mouse moves, sound stops – I think this could be problematic
- Long moverover time required (could be an issue for spastic or Parkinson involved)
- Works with SAM-Joystick, SAM-Trackball, mouse

Measurable Goal

Write a measurable goal related to introducing this software title to a student/client for whom you think this might be appropriate.

Seilts

By (date), (student) will correctly complete 3 levels of training completely within 10 minutes as measured by pre-post timings.



Graphics courtesy of R.J. Cooper website