Certified Professionals may earn .2 CEUs by completing quizzes based on selected articles in each issue of the Assistive Technology journal.

Each quiz is 12 questions in multiple-choice or true-false format. You must answer nine questions correctly (75%) to earn the .2 CEU credit. Results of the quiz will be emailed (or mailed by request) upon completion.
Complete the quiz by circling the correct answers. Mail or fax the completed quiz with payment to RESNA Quizzes, 1700 N. Moore St, Suite 1540, Arlington, VA 22209. FAX: (703) 524-6630.

☐ RESNA members: $32  ☐ Nonmembers: $45

QUIZ 25.2b PAYMENT INFO:

☐ VISA  ☐ MC  ☐ CHECK payable to RESNA

Other quizzes from Assistive Technology Journal articles may be found on the RESNA website (www.RESNA.org). The primary program learning objective is to keep abreast of current findings and practices in assistive technology, research and rehabilitation engineering.

Was the content of the article relevant to current AT practice?  ☐ Yes  ☐ No
Was reading the article and completing the quiz a good way for you to learn?  ☐ Yes  ☐ No
Quiz 25.2b - Enhancing Mobile Phones for People with Visual Impairments through Haptic Icons: The Effect of Learning Processes

1. All of the following were listed as advantages for adding complex vibrotactile stimuli to typical mobile phones except:
   A. reduced interruptions of other tasks
   B. increased intimacy
   C. greater clarity
   D. enhanced user experience

2. T/F The meaningful tactile stimuli are called “Tactons”.

3. According to the article, for haptic icons to be usable, their design should allow information-processing limitations to be ______________ and their meaning ______________.
   A. clearly perceived…easily learned
   B. easily determined…readily available
   C. readily identified…logically deduced

4. ______________ is considered one of the most important aspects of the implementation of haptic icons.
   A. frequency
   B. utility
   C. learnability
   D. amplitude

5. T/F Differences in haptic performance go beyond perception and are actually related to higher cognitive abilities such as memory.

6. T/F The aim of this study was to test the feasibility of using haptic icons as an assistive technology for people with audio and visual impairments.

7. T/F Of the parameters used as a reference, intensity appeared to be the most decisive factor for learnability.
8. Upon completion of the experiment, all participants were required to fill out a _______________ questionnaire composed of six items.
   A. feasibility
   B. usability
   C. plausibility
   D. probability
   E. capability

9. T/F The key aspects for improving the learnability of haptic icons are: perceptiveness, recognizability, and distinctiveness.

10. T/F The participants assigned to the unimodal condition felt more comfortable than those assigned to the multimodal condition.

11. Differences in haptic sensitivity and learning ability are expected to _____________ with age.
   A. increase
   B. decrease
   C. remain the same

12. This study was conducted in the context of a _______________ culture.
   A. French
   B. Spanish
   C. English
   D. American