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

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EMAIL (required or check here to receive results by mail ☐)

**QUIZ 26.4c PAYMENT INFO:**

☐ VISA  ☐ MC  ☐ CHECK payable to RESNA

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*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
26.4c Quiz – Transit Apps for People with Brain Injury and Other Cognitive Disabilities: The State of the Art, Sharon A. Livingstone-Lee PhD, Ronald W. Skelton PhD, and Nigel Livingston PhD

1. A total of ____________ apps were examined, but only ____________ were found to be specific to public transit for cognitive disability.
   A. 125…15
   B. 98…37
   C. 159…7
   D. 112…9

2. What were considered barriers to transit use? (select three)
   A. mobility issues
   B. anxiety
   C. nervousness
   D. fear of strangers
   E. lack of privacy

3. Why do people with cognitive disabilities tend to make few independent bus trips?
   A. they tend not to like to travel
   B. they tend to get sick traveling by bus
   C. they have trouble initiating trips and remembering where they are going
   D. they prefer to fly because it is much more time effective

4. What do the authors consider a necessary aspect of effective app development?
   A. user training
   B. dexterity improvement
   C. consistent practice
   D. scaffolding development

5. How many apps were examined for potentially useful features?
   A. 79
   B. 123
   C. 159
   D. 203

6. How was it envisioned that transit apps would be more useful for those with cognitive disability?
   A. if they used static offline schedules rather than “real-time” data
   B. if they made good use of virtual schedules
   C. if they effectively used a conversion factor
   D. if they utilized “real-time” data rather than static offline schedules
7. For what specifically do the authors develop their app sources?
   A. Android™
   B. Apple®
   C. Blackberry®
   D. Web (internet websites)

8. How do search features on smartphones used in online app stores compare to those on smartphones?
   A. they are exactly the same
   B. they differ
   C. they are similar
   D. they are diametrically opposed

9. Which app was designed to be useful for both healthy individuals and those with disabilities?
   A. TAD
   B. “OnTheBus”
   C. “Tiramisu”
   D. “Brulé”

10. Which features which are currently available were not recommended by research? (select two)
    A. offline schedules
    B. online schedules
    C. social alerts in virtual time
    D. search by bus stop number

11. What does the fact that so few transit apps exist which are designed specifically for people with cognitive disability suggest?
    A. that there is no need for such apps
    B. that the technology does not exist for such apps
    C. that there is an overall shortage of such apps on the market
    D. that foreign markets have a disproportionally high market share of these apps

12. What do the authors feel should be an integral part of any app development or adoption?
    A. usability testing
    B. using focus groups
    C. utilizing feasibility studies
    D. incorporating usability trial periods