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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.

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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

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## Quiz 28.3D Employing the International Classification of Functioning, Disability and Health (ICF) Framework to Capture User Feedback in the Design and Testing Stage of Development of Home-based Arm Rehabilitation Technology

1. How many stroke survivors and how many healthcare professionals were enrolled in the user-centered design process?

- a. 12...5
- b. 14...7
- c. 17...4
- d. 17...7
- e. 19...5

ANSWER: \_\_\_\_\_

2. What was determined necessary to drive product development?

- a. Technology
- b. Commercial pressure
- c. User needs
- d. Outcome objectives

ANSWER: \_\_\_\_\_

3. The International Classification of Functioning, Disability and Health (ICF) is part of which global health organization?

- a. The World Health Organization (WHO)
- b. The International Red Cross (IRC)
- c. The International Functioning Institute (IFI)
- d. The World Disability Institution (WDI)
- e. The Global Wellness Organization (GWO)

ANSWER: \_\_\_\_\_

4. For which specific health conditions do Core Sets exist?

- a. Traumatic brain injury(tbi), stroke, and arterial sclerosis
- b. Stroke, multiple sclerosis, rheumatoid arthritis
- c. Multiple sclerosis, arterial sclerosis, stroke
- d. Osteoarthritis, rheumatoid arthritis, stroke
- e. Arterial sclerosis, rheumatoid arthritis, traumatic brain injury (tbi)

ANSWER: \_\_\_\_\_

5. What were some of the troublesome issues concerning the joystick?

- a. The height and position needed to be varied
- b. Too noisy
- c. Facilitated movements in only two of three planes
- d. Difficulties with joystick calibration and initializing
- e. All of the above
- f. All of the above except one
- g. None of the above

ANSWER: \_\_\_\_\_

6. Several participants suggested developing games based on which sports?

- a. Tennis or basketball
- b. Lacrosse or baseball
- c. Golf or football
- d. Volleyball or field hockey
- e. Tennis or golf

ANSWER: \_\_\_\_\_

Name: \_\_\_\_\_ Email: \_\_\_\_\_

7. Which aspect of the computer games did end-user participants find particularly appealing?

- a. Exciting
- b. Challenging
- c. Boring
- d. Therapeutic
- e. Relaxing

ANSWER: \_\_\_\_\_

8. How long was the study period?

- a. 5 weeks
- b. 8 weeks
- c. 4 weeks
- d. 6 weeks
- e. 10 weeks

ANSWER: \_\_\_\_\_

9. To what extent was there improvement in arm power and movement ability?

- a. A majority of participants felt there was a significant improvement
- b. There was virtually no improvement in power and ability among participants
- c. More than half of the number of participants experienced improvement
- d. Less than half of the number of participants experienced improvement
- e. Exactly half of the participants experienced improvement

ANSWER: \_\_\_\_\_

10. How many therapists were directly involved with participants using the device in the feasibility study?

- a. All 7
- b. 5
- c. 3
- d. 1
- e. 0

ANSWER: \_\_\_\_\_

11. It was determined that the hCAAR device was likely to have more rehabilitation effect on which upper limb?

- a. Radial
- b. Proximal
- c. Distal
- d. Ulnar
- e. Posterior

ANSWER: \_\_\_\_\_

12. What could be noted as a drawback in this study?

- a. The computer games by and large lacked complexity and motivation
- b. Interviews were conducted and recorded by one single researcher
- c. A small number of participants noticed any change in functional ability
- d. All of the above
- e. None of the above

ANSWER: \_\_\_\_\_