Incorporating Video Games in SLP Practice

INTRODUCTION

The articles in this journal self-study highlight potential benefits of video games in the clinic and classroom. The articles demonstrate how gaming principles and applied video game design can result in measurable behavioral changes across populations that SLPs serve. The first article describes principles of video games that can enhance efficiency and motivation in intervention and then illustrates these principles in a case study. The second article describes the social-emotional benefits of video games as a leisure activity according to individuals with autism spectrum disorder. The final three demonstrate practical applications of video games for motor learning in individuals with velopharyngeal dysfunction and hypokinetic dysarthria as well as for classroom-based learning.

LEARNING OUTCOMES

You will be able to:

- discuss how principles of video game design and game-based learning can enhance both clinical and pedagogical practices
- explain the social-emotional benefits of playing video games as identified by individuals with autism spectrum disorder
- describe potential utility of video game-based interventions to individuals with velopharyngeal dysfunction and dysarthria secondary to Parkinson’s disease

CONTENTS

Enhancing the Therapy Experience Using Principles of Video Game Design, by John Wm. Folkens, Tim Brackenbury, Miriam Krause, and Allison Haviland, published in American Journal of Speech-Language Pathology ........................................ CE-1

“To Be Quite Honest, If It Wasn't for Videogames I Wouldn't Have a Social Life at All”: Motivations of Young Adults With Autism Spectrum Disorder for Playing Videogames as Leisure, by Erinn H. Finke, Benjamin D. Hickerson, and Jennifer M. D. Kremkow, published in American Journal of Speech-Language Pathology .... CE-12


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PROGRAM HISTORY and IMPORTANT INFORMATION

Articles originally published in ASHA’s scholarly journals
Start date: December 21, 2018
End date: December 21, 2021

To earn continuing education credit, you must complete the test with a passing score on or before December 21, 2021.

To see if this program has been renewed after this date, please search by title in ASHA’s online store at www.asha.org/shop.

This course is offered for 0.4 ASHA CEUs (Intermediate level, Professional area).