

Keyword Index Volume 25 (2013)

| | | | |
|---|-----------------|---------------------------|---------|
| accessibility | 15, 127 | freedom | 117 |
| activity monitoring | 189 | guidance | 233 |
| ADL | 167 | hand joystick | 221 |
| adolescence | 99 | hearing aid | 245 |
| Alzheimer | 263 | immediate feedback | 37 |
| assessment | 3, 27, 167 | increased mobility | 15 |
| assistive device | 245 | independent living | 189 |
| assistive technology | 3, 49, 127, 159 | information seeking | 61 |
| AT assessment | 147 | intellectual disability | 107 |
| AT centres | 147 | internet | 99 |
| AT education | 147 | laptop computers | 61 |
| AT information systems | 147 | Lego Robots | 275 |
| augmentative and alternative communication (AAC) | 87, 275 | low vision | 99 |
| balance | 207 | Microsoft Kinect™ | 77 |
| behavioral outcomes | 263 | mild cognitive impairment | 167 |
| blindness | 99 | Minimeter | 37 |
| brain injury | 207 | mobility | 199 |
| cane | 245 | model | 159 |
| children | 3, 159 | motivation | 233 |
| chin joystick | 221 | motor skills | 177 |
| cognitive and communicative disabilities | 87 | mouse emulation | 275 |
| communication tool | 37 | multiple disabilities | 3, 159 |
| computer | 27, 99 | Nintendo Wii™ | 77, 207 |
| computer access | 27 | nursing home | 77, 263 |
| control device | 221 | observation | 167 |
| daily life | 233 | obstacle detection | 199 |
| deafblind | 245 | older adults | 77 |
| dementia | 167 | orthotic devices | 177 |
| development | 3 | participation | 15, 87 |
| disability policy | 127 | pediatrics | 207 |
| elderly | 189 | people with dementia | 233 |
| electrical powered wheelchair | 221 | powered mobility | 221 |
| focus groups | 117 | | |
| formal and informal care | 189 | | |
| frail | 189 | | |

| | | | |
|---------------------------------|----------|--------------------------------|-------------------|
| quality assessment | 159 | technology | 27, 189, 233, 263 |
| quality assurance | 127 | test | 27 |
| rehabilitation | 177 | text messaging | 87 |
| remembrance | 263 | timeliness | 233 |
| rolling ball interface | 37 | travel chain perspective | 15 |
| scanning usability | 275 | ultrasonic sensor | 199 |
| self-report | 167 | upper extremity | 177 |
| senior housing | 117 | usability | 15 |
| serious games | 107 | usability studies | 61 |
| service delivery | 127, 159 | usability testing | 199 |
| service delivery process | 3 | user-centred design | 49 |
| severe brain injury | 37 | user-led design | 49 |
| single case experimental design | 177 | virtual reality | 107 |
| sip and puff control | 221 | virtual reality rehabilitation | 207 |
| sleep | 49 | visually impairment | 199 |
| social network | 233 | wheelchair | 245 |
| speech generating devices (SGD) | 275 | Wiimote | 77 |
| stigma | 245 | wireless | 199 |
| stroke | 177 | writing | 27 |
| surveillance | 117 | Xbox Kinect | 207 |
| tablet computers | 61 | | |