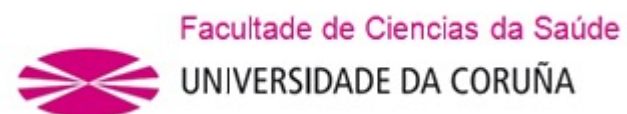


CREATIVITY APPLIED TO ASSISTIVE TECHNOLOGY FROM PRIMARY SCHOOL



Thais Pousada García
Jessica Garabal Barbeira
Sara González Iglesias



Supported by a grant from Fundación Universidad Alfonso X El Sabio

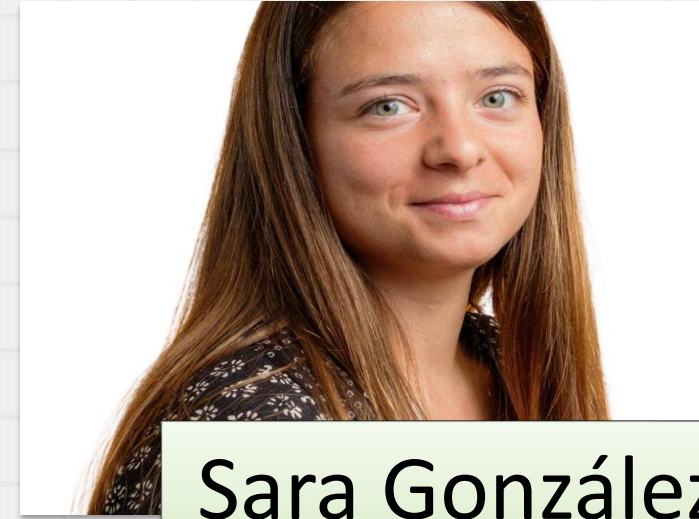
The Team



Thais Pousada



Jessica Garabal




Sara González

The Occupational Therapists



The children
teachers, families
and users

Structure



INTRODUCTION

RESULTS

GOALS

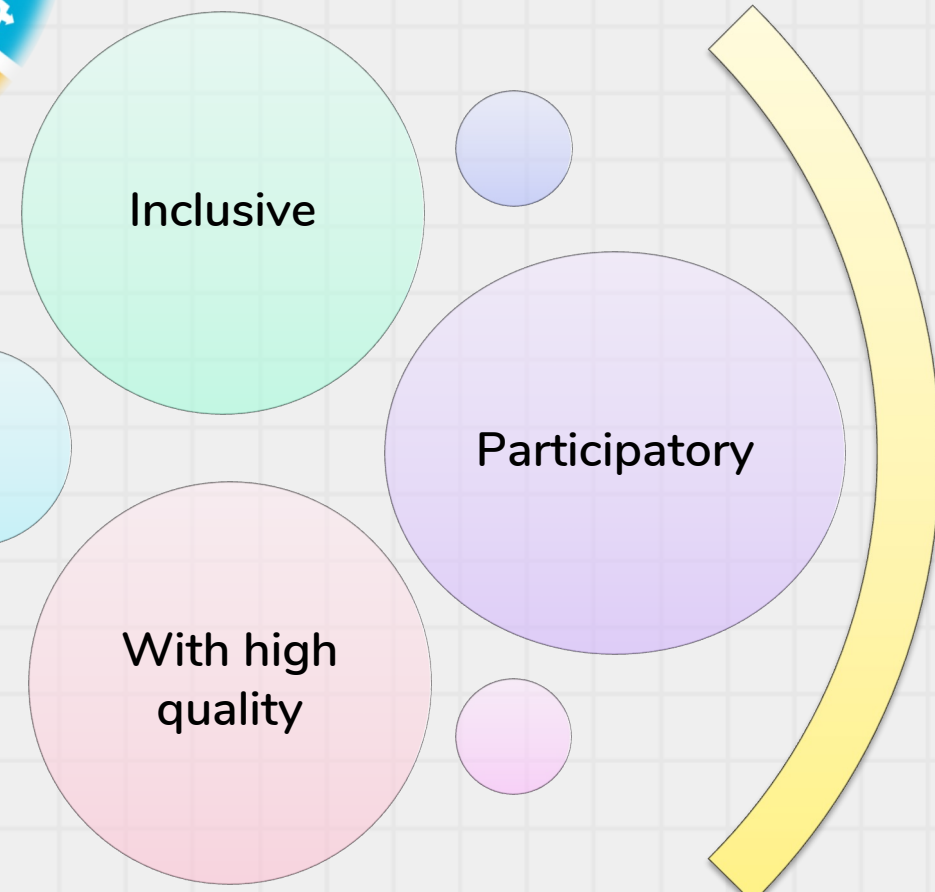
CONCLUSIONS

METHODOLOGY

PROSPECTIVE



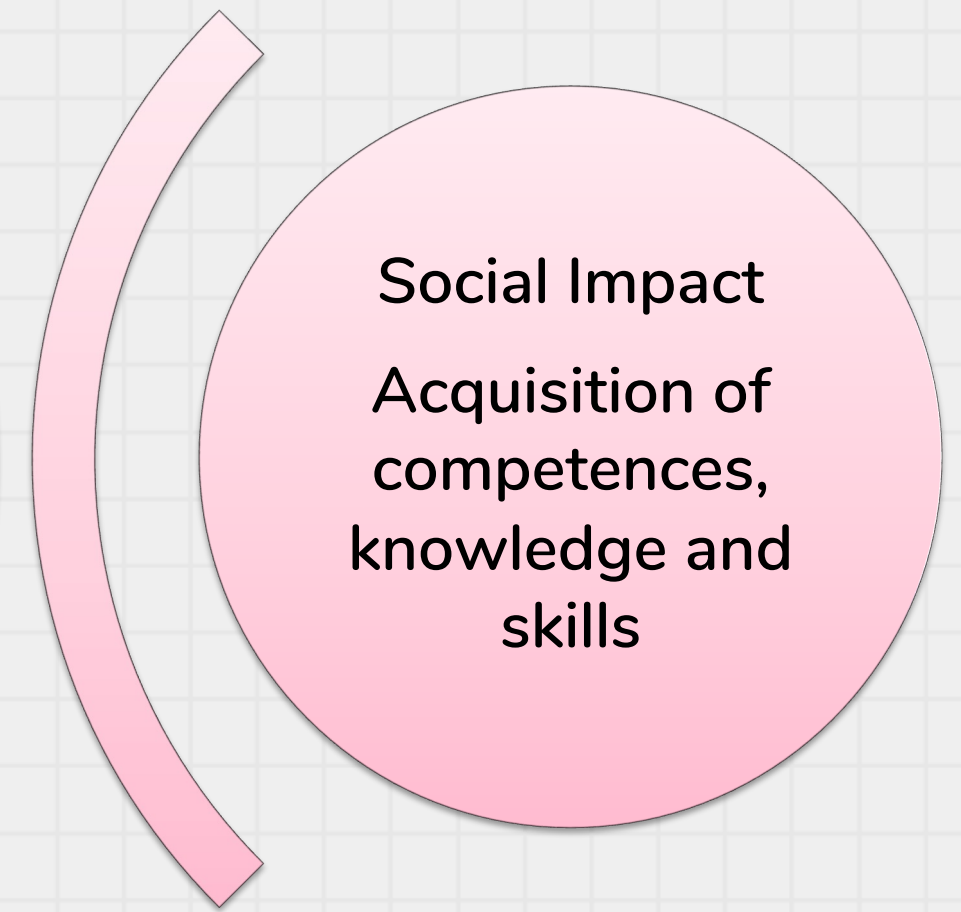
Introduction



Education



Experience



Service - Learning

Introduction

Assistive Technology

ISO 9999:2022

A product that **optimizes a person's functioning** and reduces their disability

They include devices, instruments, equipment, and software.

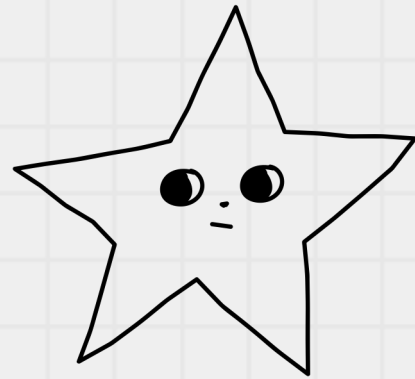
Products specially manufactured or available on the general market

Drawbacks

- High price
- Lack of customization
- Aesthetics

But...

Objectives



GENERAL

To promote creativity, problem solving and social awareness among primary school students

SPECIFIC

- To raise awareness about the occupational needs of people with disabilities in said students.
- To promote collaboration among students of different abilities to exchange experiences and emotions.
- To integrate methodologies and actions into the classroom that promote a more just and supportive world, from a positive perspective.



Methodology

Service-Learning Project (SL)



Mixed approach



Elements of Action-Research

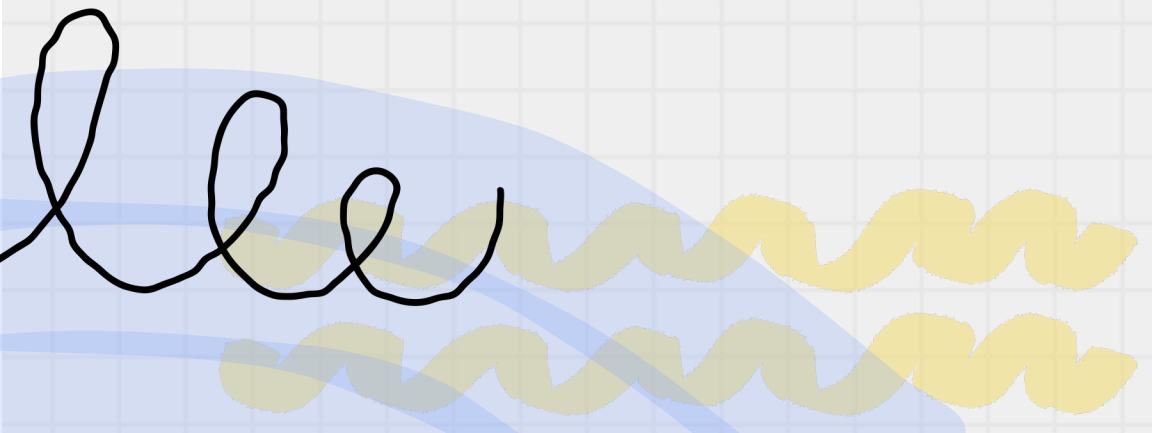
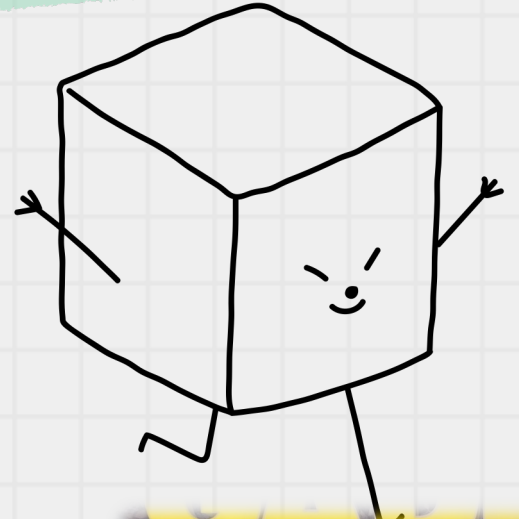
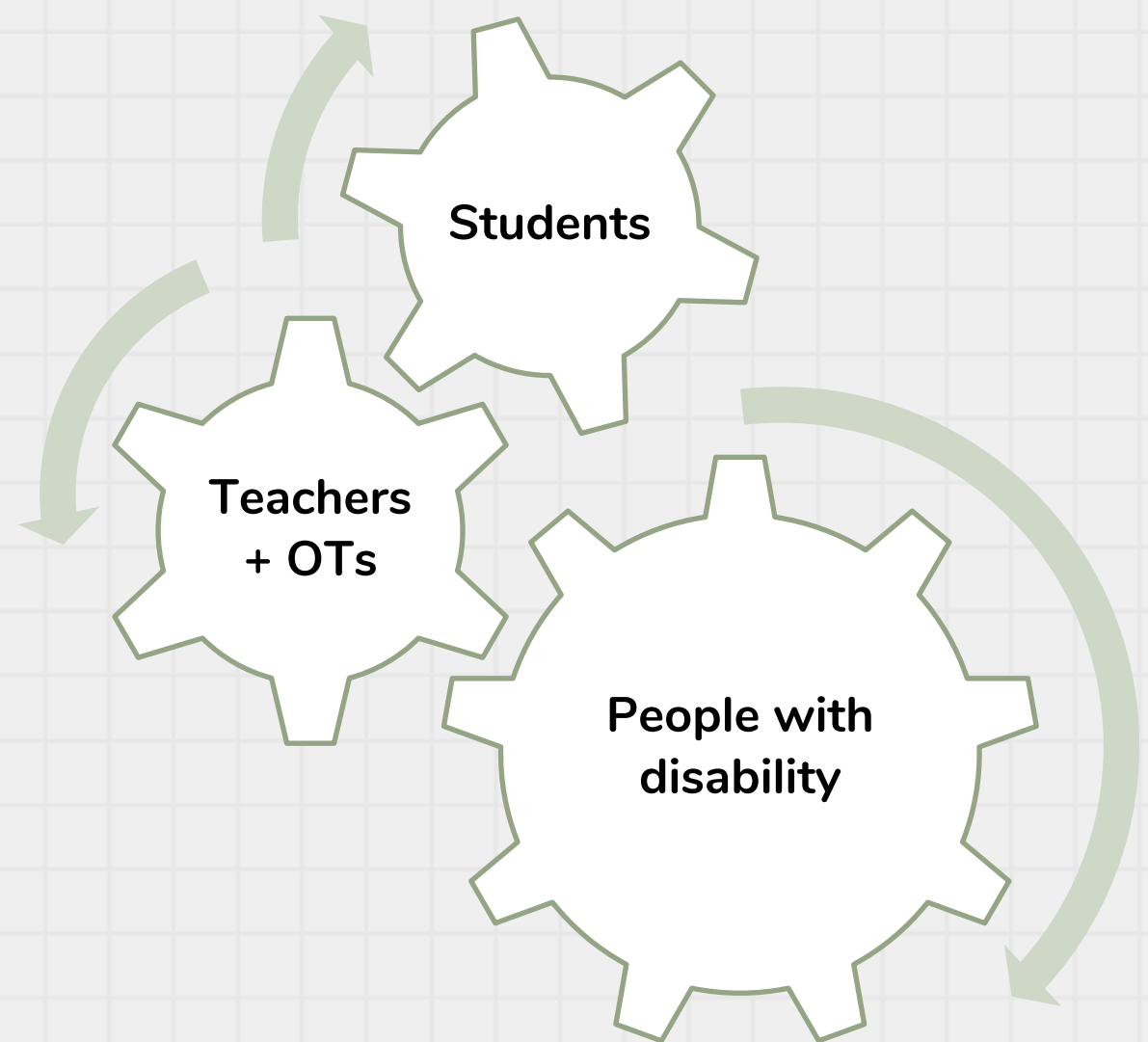
A Coruña, Galicia

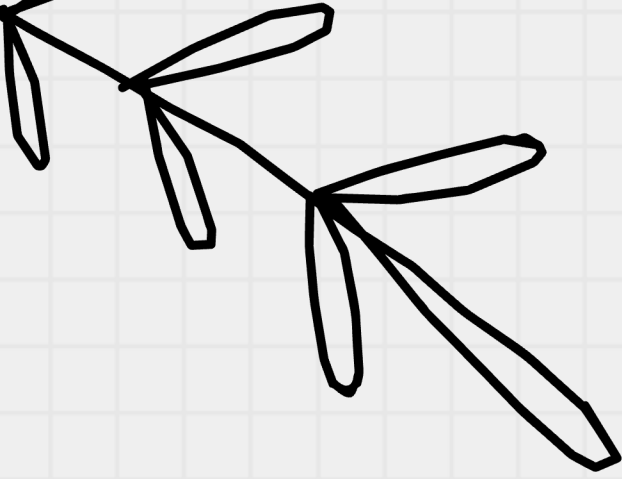


Curros Enríquez School



Monte Alto Suburb





Methodology

OT's guide

25 students
(4^o grade)

8 Persons
with
Disabilities



Data Collection Tool

Questionnaire developed
by the students
themselves.

Interview

Students' - People with
disabilities

Co-Creation Process

Participation of students, teachers,
and people with disabilities

Evaluation of the functionality of
created products

Methodology

1

Session and Workshops about disability and AT

- Lecture on the characteristics and needs of people with disabilities and/or the elderly in daily lives
- Benefits of assistive products
- Workshop for the design and development of low-cost assistive technology



2

Needs identification

- A simple questionnaire developed by students to collect information about perceived problems and needs
- The questionnaire was administered in the school and public spaces of the suburb
- Interviews and conversations were conducted to understand their daily needs

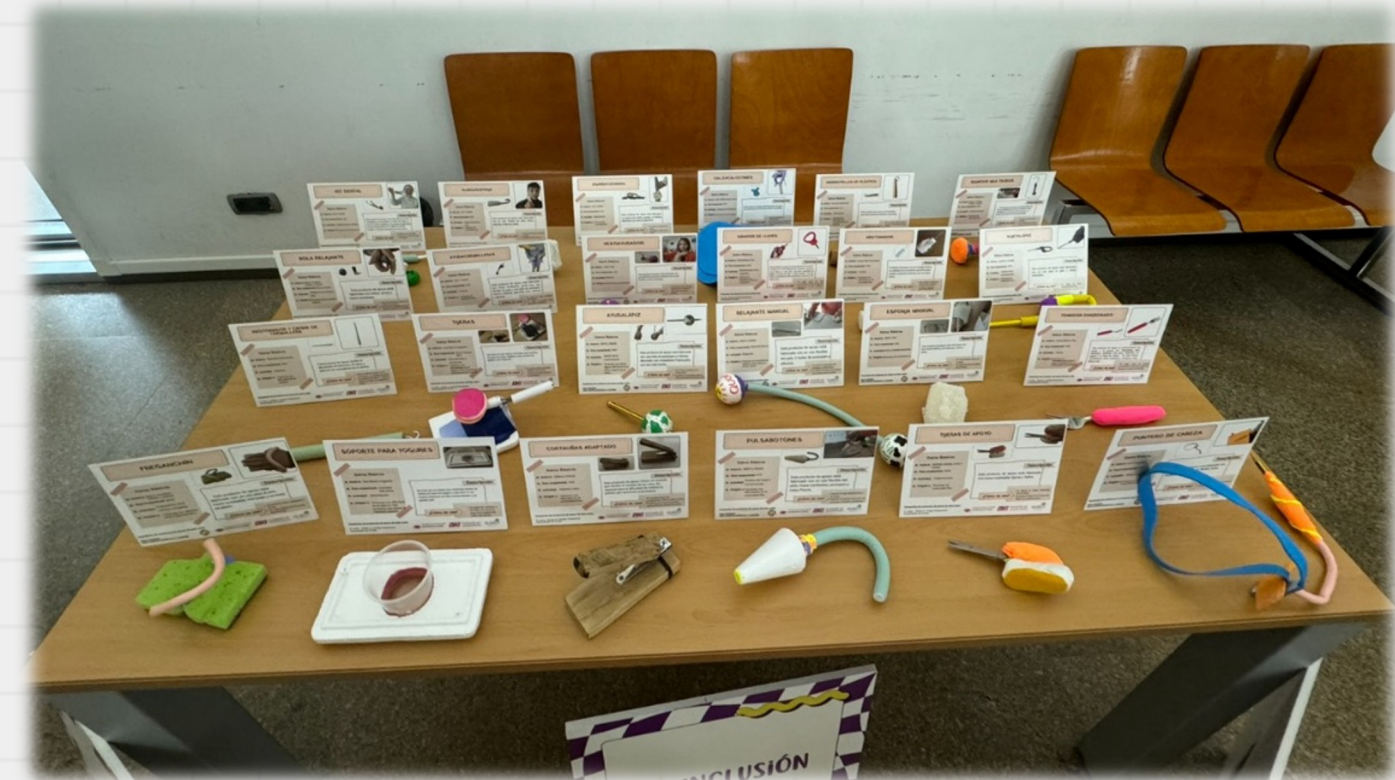


Methodology

3

Design & Creation

- Analysis of questionnaire answers
- Design and development of low-cost prototypes using recycled or readily available materials
- Preparation of a descriptive sheet for each product created



4

Assessment & Presentation

- Presentation of products created in a community center
- Exhibition of low-cost solutions, with their specifications
- Product testing by participants

Results

PRODUCTOS DE APOYO PARA LA VIDA DIARIA

UNA PROPUESTA CREATIVA, SOSTENIBLE Y ACCESIBLE

PROGRAMA

INAUGURACIÓN INSTITUCIONAL

CHARLAS:

"PRODUCTOS DE APOYO DE BAJO COSTE"

"MATERIAL DEPORTIVO ADAPTADO"

"TECNOLOGÍA LIBRE Y PRODUCTOS DE APOYO"

¿DÓNDE?

ESPAZO AMIZAR, SALÓN DE ACTOS

RÚA GREGORIO HERNÁNDEZ 2-4, 15011 A CORUÑA

CHARLAS: 12.00 H - 14.00H

EXPOSICIÓN ABIERTA AL PÚBLICO:
10.00H - 14.00H Y 16.30H - 19.00H

7 DE JUNIO DE 2024

Viceconsejería de Campus de Fomento e Responsabilidade Social
UNIVERSIDADE DA CORUÑA

Oficina de Cooperación e Voluntariado
UNIVERSIDADE DA CORUÑA

Facultade de Ciencias da Saúde
UNIVERSIDADE DA CORUÑA

agaela

ENKI Inclusión en movimiento

UDC Saudable

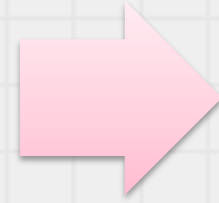


20 Assistive Products created
Showed during exhibition in the community



Results

Impact



Students

LEARNING

Creative and technical skills;
Problem solving

COLLABORATIVE WORK

Communication and task distribution in
teams

SOCIAL AWARENESS

Empathy and understanding of the
Disability and Inclusion



Results

Impact



People with disability

KNOWLEDGE OF ASSISTIVE TECHNOLOGY

Positive evaluation of the solutions created by the students.

SATISFACTION

The feeling of being heard and participating in the process.

LEARNING

Collaborative, motivational, participatory



Results



Conclusions



Service - Learning Experience

Inclusive Model

Addressing real-world problems

Promoting a global and supportive vision of the social environment

Transforming perceptions of diversity

4 QUALITY EDUCATION

SDG - 4

- Inclusive educational experience

10 REDUCED INEQUALITIES

SDG - 10

- Empathy and reduction of barriers

3 GOOD HEALTH AND WELL-BEING

SDG - 3

- Product design that increases the autonomy of people with disabilities.


Prospective

Learning model
for other schools
or grades

Adaptation of
assistive products
to other
community needs

Use of other
resources: 3D
printers





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Thank You
GRACIAS!

TPOUSGAR@UAX.ES