Chapter 26

Ten Hot Assistive Tech Websites That You Won’t Want to Miss

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ABSTRACT

This chapter introduces ten websites that can be used to access and reference information on assistive technology. Assistive technology is defined as technology used by individuals with disabilities in order to perform functions that might otherwise be difficult or impossible. With the advent of more advanced technology comes the need to understand what is available, how to get it, and how to use it. The Internet provides easy access to this information; however, search engines can make it difficult to screen the vast number of websites available. The authors have screened websites to facilitate those interested in assistive technology more than simply company products and advertising. The criteria for determining which websites to include were applicability for teachers and availability of additional resources. Each website has a listing of the website’s sponsor, the full Web address, and a description of what information, products, and tools can be found on the website. Website authors include companies, teachers, individuals with disabilities, and government organizations. The websites chosen range from those offering products and resources for entire classrooms to those customizing computer controlled devices for individual students.

INTRODUCTION

Type in “assistive technology” into a search engine on the Internet and pages of websites will appear. Many websites are from companies selling their devices or approaches. Some are from teachers, government organizations and even from individuals with disabilities. Rather than chase randomly around the Internet to find information on assistive technology, you can read through this article and check out the ten websites extracted from those pages the search engine provides. These websites were selected based on the information available in them. The websites reviewed below include...
Related Content

**Affordances and Constraints of Scaffolded Learning in a Virtual World for Young Children**
Rebecca W. Black and Stephanie M. Reich (2011). *International Journal of Game-Based Learning* (pp. 52-64).
[www.igi-global.com/article/affordances-constraints-scaffolded-learning-virtual/53834?camid=4v1a](www.igi-global.com/article/affordances-constraints-scaffolded-learning-virtual/53834?camid=4v1a)

**Ariel and Buzz Lightyear are Coming to School: Incorporating Children’s Popular Culture Ideas in the Classroom**
Allison Sterling Henward (2012). *Child Development and the Use of Technology: Perspectives, Applications and Experiences* (pp. 96-111).
[www.igi-global.com/chapter/ariel-buzz-lightyear-coming-school/61109?camid=4v1a](www.igi-global.com/chapter/ariel-buzz-lightyear-coming-school/61109?camid=4v1a)

**A Toolkit to Guide the Design of Effective Learning Activities**
[www.igi-global.com/chapter/toolkit-guide-design-effective-learning/9104?camid=4v1a](www.igi-global.com/chapter/toolkit-guide-design-effective-learning/9104?camid=4v1a)

**Math Learning Environment with Game-Like Elements: An Experimental Framework**
[www.igi-global.com/article/math-learning-environment-game-like/66883?camid=4v1a](www.igi-global.com/article/math-learning-environment-game-like/66883?camid=4v1a)