

Virtual State of the Science Conference

Telerehabilitation Technologies: Accessibility and Usability

Name: _____ Credentials: _____

Company/Organization: _____

Mailing Address: _____

Email: _____ Phone: _____

Last 4 digits of SS# (required to keep track of your CEUs): _____

I am requesting CEUs I am requesting CRCCs

Post-Test True or False Questions

1. Technologies for telerehabilitation are typically very expensive

True False

2. Many telerehabilitation technologies are often familiar to consumers

True False

3. Technology and logistic issues for Telerehabilitation applications are essentially the same as those for Telemedicine

True False

4. Virtual Reality (VR) offers numerous opportunities for Telerehabilitation practice

True False

5. Choice of Telerehabilitation technology is a fairly simple task
True False
6. Telerehabilitation technology should be chosen primarily based on cost of equipment
True False
7. Usability refers to the frequency of using remote services rather than face to face services
True False
8. Telerehabilitation technologies are primarily limited to videoconferencing and telephones/speakerphones.
True False
9. Barriers to implementation of telerehabilitation include community-based funding streams, ability to establish rapport remotely, and the required “learning curve” for consumers to use the technology.
True False
10. Telerehabilitation technology requires that rehabilitation services occur in “realtime” rather than in store and forward or asynchronous modalities.
True False

Attendees Signature: _____ Date: _____

Please return via fax, mail, or email attachment to receive CEUs or CRCCs to:

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