



For some people with a spinal cord or neurological injury or disease, video gaming provides two important experiences – social connection and access to a range of virtual experiences. Gaming can be an integral part of a comprehensive treatment plan, an important motivational tool, and a diversion, but only with the appropriate tools and guidance

Game Changers

The Opportunity

The *Game Changers* project will create the first accessible gaming service in Canada, and advance research and training in the field of assistive technologies. Wait times will be reduced – providing the greatest clinical benefit for the greatest number of people. Atlantic Canada’s most skilled team of assistive technology therapists will provide assessment and training so patients will be able to set up their own appropriate and inexpensive able gaming stations in their own homes.

Many Stan Cassidy Centre patients – Atlantic Canadians with some of the most complex disabilities – would benefit from accessible video gaming equipment as an integral part of their rehabilitation therapy. Able gaming can improve:

- ☀ Mental health:
 - Social acceptance
 - Self-esteem
 - Decreased anxiety
- ☀ Cognitive growth:
 - Neurological pathways
 - Problem-solving
- ☀ Physical ability
 - Development of hand/eye coordination
 - Respiratory activity
 - Development of head and trunk control

Urgency

With medical improvements in acute and trauma care, more people with more severe neurological and spinal cord injuries are surviving than in times past. Recreation Therapy and Assistive Technology Services at the Stan Cassidy Centre currently jointly serve 550-650 patients per year. Those patients are children and adults, anglophone and francophone, from all across Atlantic Canada.

There is currently no accessible gaming clinic anywhere in Canada, while one does exist in the UK, and various services are available in the U.S. Without access to demonstration equipment, and expert assessment and guidance from an assistive technologies therapist, patients are not even able to effectively shop for able gaming equipment on-line.

In that context, receiving a prescription for able gaming is frustrating, rather than encouraging. Please help us close that gap.

Project Budget

Game Changers includes a mix of small capital, education, research and program-related expenses. Revenue will be generated through a mix of major gift, community and event fundraising. Community fundraising includes the *Cassidy's Kids* schools program – a partnership with the New Brunswick Teachers' Association (NBTA) Credit Union – which provides learning opportunities while also raising funds for the project. The event will be an inclusive on-line gaming marathon which will promote the concept of able gaming while also raising funds.

Gaming consoles (PS4, Wii U, Xbox with Kinect, PC), software, TVs, carts, controllers, sticks, mice, mounts and adapters, footboard, head tracking device, 3D printer supplies, U.S exchange, brokerage fees, shipping <i>(a highly-detailed technical budget is available upon request)</i>	\$ 21,500
Train-the-adaptive-gaming-trainer: International Abilities Expo gaming pavilion entry, transportation, accommodation, meals x 3 assistive technology therapists <i>(detailed budget available)</i>	4,800
Research and publication (110 hours @ \$70/hr)	7,700
Program Coordination, Public Relations & Fundraising (15% of total budget)	<u>6,000</u>
SUBTOTAL:	\$ 40,000
Less: Funds Already Raised (NBTA Credit Union match)	(5,000)
<i>Cassidy's Kids</i> schools program	(5,000)
Game-a-thon Event	(5,000)
REMAINING TO BE RAISED:	\$ 25,000

Technology changes quickly. Stan Cassidy Centre Assistive Technologies staff constantly monitors emerging technologies and so are equipped to identify a replacement component should an existing one be discontinued. Similarly it is anticipated that any price increases in a few items will be offset by price decreases in others.

The lifespan of the initial equipment is five years. After that time equipment will be replaced on a staggered schedule through a combination of Stan Cassidy Foundation fundraising and the Stan Cassidy Centre's operational budget.



A recent Stan Cassidy Foundation Tech List Grant paid for a 3D printer, which the Centre used to produce a customized gaming controller for Noah; establishment of an able gaming clinic would provide access to assistive gaming devices for many more patients

Our Track Record

The Stan Cassidy Foundation has a nearly-sixty-year history of leadership in assistive technology – since the 1950s when electrical engineer Stan Cassidy got healthcare practitioners thinking about ways technology could play an integral part in patients’ treatment. His ground-breaking volunteer work earned him membership in the Order of Canada.

Our success is based on partnerships with local businesses, individuals, corporations, community groups, foundations and government agencies. For most of our history, the Foundation has been volunteer-run and we continue to have extensive and effective volunteer partnerships today. This project will benefit from networks through the Stan Cassidy Foundation Board, the NBTA, the NBTA Credit Union, school districts and school communities across New Brunswick.

The Stan Cassidy Centre for Rehabilitation is a recognized North American leader in neurological rehabilitation, providing bilingual care through inpatient, outpatient and outreach services. Patients of all ages from New Brunswick and PEI as well as complex paediatric patients from Nova Scotia benefit from the Centre’s services. From time to time, patients from Newfoundland & Labrador benefit specifically from the Centre’s Assistive Technology Services. The Stan Cassidy Centre is home to recreation therapy services, Atlantic Canada’s only rehab engineering clinic and its most comprehensive assistive technology services. The Centre also has a long-standing partnership with the University of New Brunswick’s Institute of Biomedical Engineering, the birthplace of modern myoelectrics. The Stan Cassidy Centre is uniquely positioned to provide Canada’s first able gaming clinic.

Together, the Centre and Foundation will measure the clinical impact of this project, use those measures for continuous quality improvement and share clinical findings with others – pushing healthcare to be the best it can be. Gaming’s positive role in the disability health market is well-documented in emerging clinical research libraries such as the Semaphore Research Cluster at the University of Toronto. The *Game Changers* project will add to that body of clinical research. We expect to see a decrease in wait times for this therapy, a dramatic increase in the number of people served, a decrease in inappropriately prescribed able gaming solutions, improvements in individual patient outcomes (listed on page one), and a decrease in the pricetag for individual solutions.



This adapted Wiimote can be connected to a wide array of switches, readily available on the ability market; with the support of a qualified therapist, switches are chosen to accommodate a particular user's mobility – giving them access to a wide range of consumer gaming options

Donor Recognition

The Stan Cassidy Foundation works with our donors over time, enjoying the ongoing commitment we share to the Stan Cassidy vision – helping people recover from illness, overcome obstacles, and adapt to changed circumstances.

Standard recognition opportunities include:

- Recognition of funding on donor wall and showcase in Stan Cassidy Centre front lobby
- Recognition of funding in media releases, website, blog, Facebook
- Announcement as a lead donor at a public event
- Private tour of the Centre for you and your guests
- Recognition of your gift in Atlantic Canada's largest health authority's newsletter.

For more information or to make a donation, please contact:

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Peter LeBlanc was diagnosed with ALS in 2009; to read Peter's full story, please visit www.stancassidyfoundation.ca/blog

