
Certificate in Speech-Language Pathology (India)

Augmentative And Alternative Communication

AAC stands for Augmentative and Alternative Communication, which refers to the use of various methods and tools to help individuals with communication disorders or disabilities to express themselves and communicate effectively. AAC strategies can be used by individuals with a range of conditions, including autism, cerebral palsy, and Down syndrome.

AAC Device refers to any electronic device that is used to facilitate communication for individuals with speech or language disorders. These devices can range from simple devices that produce a limited number of messages to complex devices that allow users to generate text or speech.

Access Method refers to the way in which an individual with a disability interacts with an AAC device. Common access methods include using a keyboard, mouse, or touch screen, as well as using switches or other specialized devices.

Accessibility Features are the design elements or functions of an AAC device that make it usable by individuals with disabilities. These features can include text-to-speech functionality, large buttons or controls, and compatibility with other assistive technologies.

Acoustic Analysis is the study of the physical properties of sound waves, which can be used to analyze and understand speech and language patterns. In the context of AAC, acoustic analysis can be used to evaluate the effectiveness of an individual's communication attempts.

Alphabet Supplement is a type of AAC strategy that involves using the alphabet to spell out words or messages. This can be done using a physical alphabet board or an electronic device with an on-screen keyboard.

Alternative Access refers to the use of alternative methods or devices to access an AAC system, such as using a switch or joystick instead of a keyboard or mouse.

Alternative Communication Strategy is any method or approach that is used to facilitate communication for an individual with a speech or language disorder. This can include the use of gestures, pictures, or written messages.

American Sign Language (ASL) is a visual-gestural language that is used by many individuals who are deaf or hard of hearing. ASL can be used as an AAC strategy, either on its own or in combination with other methods.

Analog Device is a type of AAC device that uses analog signals, such as audio or video recordings, to store

and play back messages.

Annual Goal is a long-term objective that is established for an individual with a disability, often as part of an Individualized Education Program (IEP) or Individualized Family Service Plan (IFSP). In the context of AAC, annual goals may relate to the development of communication skills or the use of an AAC device.

Appropriateness refers to the degree to which an AAC strategy or device is suitable for an individual's needs and abilities. This can depend on a range of factors, including the individual's age, language skills, and cultural background.

Apraxia of Speech is a neurological disorder that affects an individual's ability to plan and coordinate the movements of the mouth and tongue to produce speech sounds. AAC strategies can be used to help individuals with apraxia of speech to communicate more effectively.

Artifact refers to any external object or device that is used to facilitate communication, such as a picture communication symbol or an AAC device.

Assessment is the process of evaluating an individual's communication skills and needs, often with the goal of determining the most effective AAC strategy or device.

Assistive Technology (AT) refers to any device or system that is used to help individuals with disabilities to perform tasks or activities more easily and independently. In the context of AAC, AT can include devices such as wheelchairs, prosthetic devices, or computer access devices.

Augmentative Communication is a type of communication that uses external aids or devices to support or enhance an individual's natural communication abilities. This can include the use of pictures, gestures, or written messages.

Automatic Device is a type of AAC device that can generate speech or messages automatically, without the need for manual input or operation.

Babble is a type of pre-linguistic vocalization that is often used by young children or individuals with severe communication disorders. AAC strategies can be used to help individuals who use babble to communicate more effectively.

Baseline Data refers to the information that is collected about an individual's communication skills and behaviors before the introduction of an AAC strategy or device. This data can be used to evaluate the effectiveness of the AAC approach.

Battery Life refers to the length of time that an AAC device can operate on a single charge or set of batteries. This can be an important consideration for individuals who rely on their device for communication.

Behavioral Observation is a method of assessing an individual's communication skills and behaviors by observing their interactions and responses in different situations.

Bilingual AAC refers to the use of AAC strategies or devices that support communication in two or more languages. This can be important for individuals who are bilingual or multilingual.

Body Language is a type of non-verbal communication that involves using facial expressions, gestures, and other physical movements to convey meaning and express oneself.

Brain-Computer Interface (BCI) is a type of technology that allows individuals to control devices or communicate using only their brain signals. BCIs can be used as an AAC strategy for individuals with severe physical disabilities.

Candidacy refers to the process of determining whether an individual is a good candidate for the use of an AAC device or strategy. This can depend on a range of factors, including the individual's communication skills, physical abilities, and personal preferences.

Captioning is the process of providing text captions for audio or video materials, such as movies or television shows. This can be an important accessibility feature for individuals who are deaf or hard of hearing.

Caregiver is an individual who provides support and assistance to a person with a disability, such as a family member or paid caregiver.

Cerebral Palsy is a neurological disorder that affects an individual's movement, balance, and coordination. AAC strategies can be used to help individuals with cerebral palsy to communicate more effectively.

Chatting is a type of informal conversation or social interaction that can be facilitated using AAC strategies or devices.

Closed-Set Communication is a type of communication that involves selecting from a limited set of pre-defined options or messages. This can be used in AAC devices or strategies to help individuals communicate more quickly and efficiently.

Cognitive Disability is a type of disability that affects an individual's thinking, learning, or problem-solving abilities. AAC strategies can be used to help individuals with cognitive disabilities to communicate more effectively.

Communication Aid is any device or system that is used to help individuals with communication disorders or disabilities to express themselves and communicate more effectively.

Communication Disorder is a type of disability that affects an individual's ability to communicate effectively, such as a speech or language disorder.

Communication Goals are the specific objectives that are established for an individual with a communication disorder, often as part of an AAC assessment or intervention plan.

Communication Partner is an individual who interacts and communicates with a person who uses AAC, such as a family member, caregiver, or peer.

Communication Strategy is any method or approach that is used to facilitate communication for an individual with a speech or language disorder. This can include the use of gestures, pictures, or written messages.

Competencies refer to the skills and abilities that an individual needs to use an AAC device or strategy effectively. This can include technical skills, such as operating the device, as well as social and communication skills.

Complex Communication Needs (CCN) refers to the communication needs of individuals who require AAC strategies or devices to communicate effectively.

Computer Access refers to the ability to use a computer or other electronic device to communicate, often using specialized software or hardware.

Conceptual Framework is a theoretical model or structure that is used to understand and explain the concept of AAC and its relationship to communication and disability.

Conversational Turn is a unit of conversation that involves one speaker's contribution to the conversation, followed by a response from another speaker. AAC strategies can be used to help individuals participate in conversational turns more effectively.

Core Vocabulary is a set of basic words or messages that are used frequently in communication, such as greetings or common phrases. AAC devices and strategies often include core vocabulary to help individuals communicate more efficiently.

Cued Speech is a type of visual-gestural language that uses handshapes and positions to represent speech sounds and words.

Customization refers to the process of tailoring an AAC device or strategy to meet the specific needs and preferences of an individual. This can include programming the device with personalized messages or vocabulary.

Data Analysis is the process of examining and interpreting data that is collected during an AAC assessment or intervention, such as data on an individual's communication skills or device use.

Data Collection is the process of gathering information or data about an individual's communication skills and behaviors, often using methods such as observation or recording.

Device Trials refer to the process of testing and evaluating different AAC devices or strategies to determine which one is most effective for an individual.

Diagnosis refers to the process of identifying and determining the nature of an individual's communication disorder or disability.

Digital Device is a type of electronic device that uses digital technology to store and play back messages or information, such as a smartphone or tablet.

Disability refers to any physical, sensory, or cognitive condition that affects an individual's ability to participate fully in society. AAC strategies can be used to help individuals with disabilities to communicate more effectively.

Display refers to the visual interface or screen of an AAC device, which can display messages, pictures, or other information.

Dynamic Display is a type of display that can change or update in real-time, such as a digital screen that shows a sequence of messages or pictures.

Dysarthria is a type of speech disorder that affects an individual's ability to produce clear and intelligible speech, often due to weakness or paralysis of the muscles used for speech. AAC strategies can be used to help individuals with dysarthria to communicate more effectively.

Dysfluency is a type of speech disorder that affects an individual's ability to produce smooth and fluent speech, often characterized by hesitations, repetitions, or prolongations of sounds.

Dyslexia is a type of learning disability that affects an individual's ability to read and process written language. AAC strategies can be used to help individuals with dyslexia to communicate more effectively.

Dysphagia is a type of swallowing disorder that can affect an individual's ability to eat and drink safely. AAC strategies can be used to help individuals with dysphagia to communicate their needs and wants related to eating and drinking.

Dysphasia is a type of language disorder that affects an individual's ability to understand and use language, often due to brain injury or disease. AAC strategies can be used to help individuals with dysphasia to communicate more effectively.

Early Intervention refers to the provision of services and supports to young children with disabilities or communication disorders, often with the goal of promoting development and preventing more severe disabilities.

Echolalia is a type of language disorder that involves the repetition of words or phrases spoken by others, often without understanding their meaning. AAC strategies can be used to help individuals with echolalia to

communicate more effectively.

Electronic Device is a type of device that uses electronic technology to store and play back messages or information, such as a tablet or smartphone.

Emulation Software is a type of software that allows an AAC device to mimic or emulate the functions of another device, such as a computer or smartphone.

Environmental Control refers to the ability to control or interact with one's environment, such as turning on lights or adjusting the temperature, often using an AAC device or strategy.

Evaluative Research is a type of research that involves evaluating the effectiveness of an AAC device or strategy, often using methods such as data collection and analysis.

Evidence-Based Practice refers to the use of research-based evidence to inform and guide the selection and implementation of AAC devices and strategies.

Eye Gaze is a type of access method that involves using eye movements to control an AAC device, such as selecting messages or navigating through menus.

Eye Tracking is a type of technology that uses cameras or sensors to track an individual's eye movements, often used in AAC devices to provide an access method.

Facilitated Communication (FC) is a type of AAC strategy that involves providing physical support or facilitation to an individual with a disability, such as holding their hand or arm, to help them communicate.

Family-Centered Care is an approach to providing services and supports that prioritizes the needs and preferences of the individual with a disability and their family members.

Feature Matching refers to the process of matching the features and capabilities of an AAC device or strategy to the needs and preferences of an individual.

Field Testing refers to the process of testing and evaluating an AAC device or strategy in a real-world setting, such as a home or school.

Flexibility refers to the ability of an AAC device or strategy to be adapted or modified to meet the changing needs and preferences of an individual.

Functional Communication is a type of communication that is focused on meeting the practical needs and wants of an individual, such as requesting food or drink.

Functional Evaluation is a type of assessment that involves evaluating an individual's ability to use an AAC device or strategy in a functional or practical way.

Gaze Interaction is a type of access method that involves using eye movements to control an AAC device, such as selecting messages or navigating through menus.

Gesture is a type of non-verbal communication that involves using physical movements, such as hand or arm gestures, to convey meaning and express oneself.

Graphical User Interface (GUI) is a type of visual interface that uses graphics and images to display information and facilitate interaction with an AAC device.

Grid Layout is a type of display layout that involves arranging messages or pictures in a grid or matrix, often used in AAC devices to provide a visual interface.

Hand-Over-Hand Assistance is a type of physical support or facilitation that involves providing guidance or assistance to an individual's hands or arms to help them use an AAC device.

Head Tracking is a type of access method that involves using head movements to control an AAC device, such as selecting messages or navigating through menus.

Hearing Impairment is a type of disability that affects an individual's ability to hear or process auditory information. AAC strategies can be used to help individuals with hearing impairments to communicate more effectively.

Icon is a type of visual symbol or image that is used to represent a concept or message, often used in AAC devices or strategies.

Inclusive Education is an approach to education that prioritizes the inclusion and participation of individuals with disabilities in general education classrooms and activities.

Individualized Education Program (IEP) is a type of personalized plan that is developed for an individual with a disability, outlining their goals, objectives, and services.

Individualized Family Service Plan (IFSP) is a type of personalized plan that is developed for an individual with a disability and their family, outlining their goals, objectives, and services.

Information and Communication Technology (ICT) refers to the use of technology to facilitate communication and access to information, such as computers, smartphones, or tablets.

Input Method refers to the way in which an individual interacts with an AAC device, such as using a keyboard, mouse, or touch screen.

Inspection refers to the process of examining or evaluating an AAC device or strategy to determine its effectiveness or suitability.

Instructional Strategies are the methods or approaches that are used to teach an individual with a disability

to use an AAC device or strategy.

IntelliKeys is a type of electronic device that uses a customizable keyboard or overlay to provide access to an AAC system.

Interaction is a type of social or communicative exchange that involves two or more individuals, often facilitated using AAC devices or strategies.

Interface refers to the point of interaction or communication between an individual and an AAC device, such as a screen or keyboard.

Intervention is a type of service or support that is provided to an individual with a disability, often with the goal of promoting development or improving communication skills.

Interview is a type of assessment or evaluation that involves asking an individual questions or gathering information about their communication skills and needs.

Keyguard is a type of device that is used to provide physical support or assistance to an individual's hands or fingers while using an AAC device, often to help with typing or selecting messages.

Keyboard Emulation is a type of software or feature that allows an AAC device to mimic or emulate the functions of a standard keyboard.

LAMP (Language Acquisition through Motor Planning) is a type of AAC approach that involves using a combination of motor planning and language strategies to facilitate communication.

Language Delay is a type of language disorder that affects an individual's ability to develop or use language, often characterized by delays or deficits in language skills.

Language Disorder is a type of disability that affects an individual's ability to understand or use language, often due to brain injury or disease. AAC strategies can be used to help individuals with language disorders to communicate more effectively.

Language Sample is a type of data or information that is collected about an individual's language skills or communication patterns, often used to inform AAC assessments or interventions.

Large Key Keyboard is a type of keyboard or input device that uses large keys or buttons to provide easier access to an AAC system.

Layout refers to the arrangement or organization of messages, pictures, or other information on an AAC device or display.

Learning Disability is a type of disability that affects an individual's ability to learn or process information, often characterized by difficulties with reading, writing, or mathematics.

Legibility refers to the clarity or readability of text or messages displayed on an AAC device, often an important consideration for individuals with visual impairments.

Lens is a type of device or attachment that is used to magnify or enlarge text or images on an AAC device, often to facilitate reading or communication.

Linguistic Competence is the ability to understand and use language, often an important consideration in AAC assessments or interventions.

Literacy is the ability to read and write, often an important skill for individuals who use AAC devices or strategies.

Loaner Device is a type of AAC device that is provided to an individual on a temporary or trial basis, often to determine its effectiveness or suitability.

Logic-Based System is a type of AAC device or strategy that uses logical or rule-based systems to facilitate communication, such as using decision trees or flowcharts.

Low-Tech Device is a type of AAC device that uses simple or low-technology components, such as paper or cardboard, to facilitate communication.

Manner of Communication refers to the way in which an individual communicates, such as using speech, gestures, or written messages.

Meaningful Participation is the ability to participate fully and meaningfully in social or communicative interactions, often an important goal of AAC interventions.

Menu is a type of list or selection of options that is used in an AAC device to facilitate communication, often organized in a hierarchical or categorical structure.

Message is a type of communication or information that is conveyed using an AAC device or strategy, often in the form of text, pictures, or speech.

Message Banking is a type of strategy that involves storing or saving messages or phrases in an AAC device, often to facilitate communication or reduce the need for manual input.

Microswitch is a type of device or sensor that is used to detect or respond to an individual's movements or actions, often used in AAC devices to provide an access method.

Mind Mapping is a type of visual strategy that involves creating diagrams or maps to organize and facilitate communication, often used in AAC devices or interventions.

Mobility Impairment is a type of disability that affects an individual's ability to move or navigate their environment, often an important consideration in AAC assessments or interventions.

Modeling is a type of instructional strategy that involves demonstrating or modeling the use of an AAC device or strategy, often to facilitate learning or communication.

Modular Design is a type of design approach that involves breaking down an AAC device or system into smaller, modular components, often to facilitate customization or flexibility.

Motor Planning is the ability to plan and coordinate physical movements, often an important consideration in AAC assessments or interventions.

Mouse Emulation is a type of software or feature that allows an AAC device to mimic or emulate the functions of a standard mouse.

Multimodal Communication is a type of communication that involves using multiple modes or methods to convey meaning, such as using speech, gestures, and written messages.

Multimedia is a type of content or information that combines multiple forms of media, such as text, images, and audio, often used in AAC devices or strategies.

Multiple Disability is a type of disability that affects an individual's ability to communicate or interact with their environment in multiple ways, such as having both a physical and cognitive disability.

Natural Speech is a type of speech that is produced by an individual without the use of an AAC device or strategy, often an important consideration in AAC assessments or interventions.

Navigation refers to the ability to move or navigate through an AAC device or system, often using menus, buttons, or other controls.

Neurological Disorder is a type of disability that affects an individual's brain or nervous system, often resulting in communication or cognitive difficulties.

Non-Verbal Communication is a type of communication that does not involve the use of spoken language, such as using gestures, facial expressions, or written messages.

Object-Based Icon is a type of visual symbol or image that represents a real-world object or concept, often used in AAC devices or strategies.

On-Screen Keyboard is a type of virtual keyboard that is displayed on an AAC device or screen, often used to facilitate typing or communication.

Open-Set Communication is a type of communication that involves generating novel or original messages, often using an AAC device or strategy.

Operant Conditioning is a type of instructional strategy that involves using rewards or reinforcement to promote learning or communication, often used in AAC interventions.

Orthotics is a type of device or equipment that is used to support or assist an individual's physical movements or actions, often used in AAC devices or strategies.

Outcome Measure is a type of assessment or evaluation that is used to measure the effectiveness or impact of an AAC intervention, often focusing on communication or participation outcomes.

Output Method refers to the way in which an AAC device or strategy produces or conveys messages or information, such as using speech, text, or images.

Overlay is a type of device or attachment that is used to provide a customized or specialized interface for an AAC device, often using a keyboard or other input method.

Partner-Assisted Scanning is a type of access method that involves using a communication partner to assist an individual with scanning or selecting messages on an AAC device.

Participation is the ability to engage or participate in social or communicative interactions, often an important goal of AAC interventions.

Password Protection is a type of security feature that is used to restrict access to an AAC device or system, often using a password or other authentication method.

Pediatric AAC refers to the use of AAC devices or strategies with children or adolescents, often requiring specialized or age-appropriate approaches.

Perceptual Impairment is a type of disability that affects an individual's ability to perceive or process sensory information, often resulting in communication or cognitive difficulties.

Personal Digital Assistant (PDA) is a type of electronic device that is used to manage or organize personal information, often used as an AAC device or strategy.

Personalized System is a type of AAC device or strategy that is tailored or customized to meet the specific needs and preferences of an individual.

Phonological Awareness is the ability to recognize or manipulate the sounds of language, often an important consideration in AAC assessments or interventions.

Physical Disability is a type of disability that affects an individual's physical abilities or movements, often resulting in communication or mobility difficulties.

Picture Communication Symbol (PCS) is a type of visual symbol or image that represents a concept or message, often used in AAC devices or strategies.

Picture Exchange Communication System (PECS) is a type of AAC approach that involves using pictures or symbols to facilitate communication, often used with individuals with autism or other developmental

disabilities.

Planning is the process of developing or creating a plan or strategy for using an AAC device or system, often involving collaboration with communication partners or other stakeholders.

Podium is a type of device or attachment that is used to support or hold an AAC device, often used to facilitate communication or presentation.

Portability refers to the ability to transport or move an AAC device or system, often an important consideration for individuals who use AAC devices in multiple settings.

Positioning is the process of placing or positioning an AAC device or system to facilitate communication or interaction, often involving consideration of ergonomic or accessibility factors.

Power Wheelchair is a type of device that is used to provide mobility or transportation for an individual with a physical disability, often used in conjunction with an AAC device or system.

Pragmatic Language is the ability to use language in a social or communicative context, often an important consideration in AAC assessments or interventions.

Predictive Text is a type of software or feature that involves predicting or suggesting words or phrases as an individual types or communicates, often used in AAC devices or strategies.

Pre-Linguistic is a type of communication or behavior that precedes the development of language, often used in AAC assessments or interventions to support early communication development.

Pre-Recorded Message is a type of message or information that is recorded or stored in an AAC device or system, often used to facilitate communication or provide information.

Probe is a type of assessment or evaluation that involves examining or exploring an individual's communication skills or behaviors, often used to inform AAC interventions.

Programming refers to the process of setting up or customizing an AAC device or system to meet the specific needs and preferences of an individual, often involving collaboration with communication partners or other stakeholders.

Progress Monitoring is the process of tracking or monitoring an individual's progress or development over time, often used to evaluate the effectiveness of an AAC intervention.

Proloquo2Go is a type of AAC app or software that is used to facilitate communication, often used on a tablet or smartphone.

Proximity Sensor is a type of device or sensor that is used to detect or respond to an individual's movements or actions, often used in AAC devices or strategies.

Psychological Impairment is a type of disability that affects an individual's mental or emotional well-being, often resulting in communication or behavioral difficulties.

Public Policy refers to the laws, regulations, or guidelines that govern the use of AAC devices or strategies, often influencing accessibility or funding for AAC services.

Qualitative Research is a type of research that involves collecting or analyzing non-numerical data, such as observations or interviews, often used to inform AAC assessments or interventions.

Quantitative Research is a type of research that involves collecting or analyzing numerical data, such as statistics or measurements, often used to evaluate the effectiveness of AAC interventions.

Radio Frequency Identification (RFID) is a type of technology that is used to identify or track objects or individuals, often used in AAC devices or strategies to facilitate communication or interaction.

Rate Enhancement is a type of software or feature that involves increasing or improving the speed or efficiency of communication, often used in AAC devices or strategies.

Readability refers to the clarity or ease of reading text or messages displayed on an AAC device or screen, often an important consideration for individuals with visual impairments.

Reading Disability is a type of disability that affects an individual's ability to read or process written language, often resulting in communication or learning difficulties.

Real-Time Text is a type of software or feature that involves displaying or transmitting text in real-time, often used in AAC devices or strategies to facilitate communication or interaction.

Rehabilitation is the process of restoring or improving an individual's physical, cognitive, or communication abilities, often involving the use of AAC devices or strategies.

Reliability refers to the consistency or dependability of an AAC device or system, often an important consideration for individuals who rely on AAC devices for communication.

Remote Control is a type of device or attachment that is used to control or operate an AAC device or system from a distance, often used to facilitate communication or interaction.

Replacement Communication is a type of communication that involves using an AAC device or strategy to replace or augment natural speech, often used by individuals with severe communication disorders.

Repetition is a type of behavioral or communicative pattern that involves repeating words, phrases, or actions, often used in AAC assessments or interventions to support communication development.

Requesting is a type of communication or behavior that involves asking for or requesting something, often used in AAC devices or strategies to facilitate communication or interaction.

Research-Based Practice refers to the use of research-based evidence to inform and guide the selection and implementation of AAC devices and strategies.

Response Time refers to the time it takes for an AAC device or system to respond to an individual's input or action, often an important consideration for individuals who rely on AAC devices for communication.

Resultative Communication is a type of communication that involves using an AAC device or strategy to convey or express the results of an action or event, often used to facilitate communication or interaction.

Rett Syndrome is a type of neurological disorder that affects an individual's communication, cognitive, and motor abilities, often requiring the use of AAC devices or strategies.

Robotics is a type of technology that involves using robots or robotic devices to facilitate communication or interaction, often used in AAC devices or strategies to support social or communicative development.

Scanning is a type of access method that involves using a device or system to scan or select messages or options, often used in AAC devices or strategies to facilitate communication or interaction.

Screen Reader is a type of software or feature that involves reading or displaying text on a screen, often used in AAC devices or strategies to facilitate communication or interaction.

Script is a type of pre-recorded or pre-programmed message or sequence of messages that is used in an AAC device or system, often used to facilitate communication or interaction.

Seating is the process of positioning or supporting an individual's body to facilitate communication or interaction, often involving consideration of ergonomic or accessibility factors.

Selection Set is a type of set or group of messages or options that is used in an AAC device or system, often organized in a hierarchical or categorical structure.

Self-Advocacy is the ability to advocate or speak for oneself, often an important goal of AAC interventions or services.

Semantic Mapping is a type of visual strategy that involves creating diagrams or maps to organize and facilitate communication, often used in AAC devices or interventions.

Sensory Impairment is a type of disability that affects an individual's ability to perceive or process sensory information, often resulting in communication or behavioral difficulties.

Sentence Builder is a type of software or feature that involves constructing or building sentences using words or phrases, often used in AAC devices or strategies to facilitate communication or interaction.

Sequential Scanning is a type of access method that involves scanning or selecting messages or options in a sequential or step-by-step manner, often used in AAC devices or strategies to facilitate communication or

interaction.

Service Delivery refers to the provision or delivery of AAC services or supports, often involving collaboration with communication partners or other stakeholders.

Settings refers to the context or environment in which an AAC device or system is used, often involving consideration of accessibility or usability factors.

Shared Reading is a type of activity or strategy that involves reading or sharing texts with an individual, often used in AAC interventions or services to support communication or literacy development.

Shared Writing is a type of activity or strategy that involves writing or creating texts with an individual, often used in AAC interventions or services to support communication or literacy development.

Sign Language is a type of visual-gestural language that is used to communicate, often used by individuals who are deaf or hard of hearing.

Silent Scanning is a type of access method that involves scanning or selecting messages or options without producing any sound or auditory feedback, often used in AAC devices or strategies to facilitate communication or interaction.

Simple AAC Device is a type of device that uses simple or low-technology components to facilitate communication, often used by individuals with severe communication disorders.

Simulation is a type of activity or strategy that involves simulating or practicing real-world scenarios or interactions, often used in AAC interventions or services to support communication or social development.

Single-Message Device is a type of device that produces a single message or output, often used in AAC devices or strategies to facilitate communication or interaction.

Smart Home Technology is a type of technology that involves using electronic devices or systems to control or interact with one's environment, often used in AAC devices or strategies to facilitate communication or interaction.

Social Interaction is a type of communication or behavior that involves interacting or communicating with others, often an important goal of AAC interventions or services.

Social Learning Theory is a type of theoretical framework that involves understanding or explaining communication or behavior in terms of social or environmental factors, often used in AAC assessments or interventions.

Social Skills is the ability to interact or communicate with others in a social or communicative context, often an important consideration in AAC assessments or interventions.

Software is a type of program or application that is used to operate or interact with an AAC device or system, often involving consideration of accessibility or usability factors.

Solution Focused Approach is a type of approach that involves identifying or developing solutions to communication or behavioral challenges, often used in AAC assessments or interventions.

Sound Scanning is a type of access method that involves scanning or selecting messages or options using sound or auditory feedback, often used in AAC devices or strategies to facilitate communication or interaction.

Special Education is a type of education or service that is provided to individuals with disabilities or special needs, often involving the use of AAC devices or strategies.

Speech Act is a type of communicative act or behavior that involves using speech or language to convey meaning or express oneself, often used in AAC assessments or interventions.

Speech Disorder is a type of disability that affects an individual's ability to produce or use speech, often resulting in communication or behavioral difficulties.

Speech Generating Device (SGD) is a type of device that is used to generate or produce speech, often used by individuals with severe communication disorders.

Speech-Language Pathologist (SLP) is a type of professional who specializes in the assessment, diagnosis, and treatment of communication disorders, often involved in AAC assessments or interventions.

Standard Language is a type of language that is widely used or accepted in a particular culture or community, often used in AAC devices or strategies to facilitate communication or interaction.

Static Display is a type of display that remains constant or unchanged, often used in AAC devices or strategies to provide visual or contextual information.

Storytelling is a type of activity or strategy that involves creating or sharing stories, often used in AAC interventions or services to support communication or literacy development.

Strategy Instruction is a type of instructional approach that involves teaching or facilitating the use of AAC devices or strategies, often used to support communication or behavioral development.

Switch is a type of device or sensor that is used to detect or respond to an individual's movements or actions, often used in AAC devices or strategies to facilitate communication or interaction.

Switch Access is a type of access method that involves using a switch or device to control or operate an AAC device or system, often used by individuals with severe physical disabilities.

Symbol is a type of visual representation or image that is used to convey meaning or express oneself, often

used in AAC devices or strategies to facilitate communication or interaction.

Synchrony is a type of behavioral or communicative pattern that involves coordinating or synchronizing one's actions or movements with those of others, often used in AAC assessments or interventions to support social or communicative development.

Syntax is the set of rules or patterns that govern the structure or organization of language, often an important consideration in AAC assessments or interventions.

Systematic Review is a type of research or evaluation that involves systematically reviewing or analyzing existing research or evidence, often used to inform AAC assessments or interventions.

Tablet is a type of electronic device that is used to facilitate communication or interaction, often used in AAC devices or strategies to support communication or social development.

Talking Device is a type of device that produces speech or spoken language, often used in AAC devices or strategies to facilitate communication or interaction.

Task Analysis is a type of assessment or evaluation that involves breaking down or analyzing a task or activity into its component parts, often used in AAC assessments or interventions to support communication or behavioral development.

Technical Support is a type of service or assistance that is provided to help individuals use or troubleshoot AAC devices or systems, often involving collaboration with communication partners or other stakeholders.

Telecommunication is a type of technology or service that involves using electronic devices or systems to communicate or interact with others over a distance, often used in AAC devices or strategies to facilitate communication or interaction.

Telehealth is a type of service or delivery model that involves providing health or clinical services remotely, often using electronic devices or systems to facilitate communication or interaction.

Terminology is the set of terms or words that are used to describe or explain AAC devices or strategies, often an important consideration in AAC assessments or interventions.

Testimony is a type of statement or declaration that is made by an individual, often used in AAC assessments or interventions to support communication or behavioral development.

Text Messaging is a type of communication or behavior that involves sending or receiving text messages, often used in AAC devices or strategies to facilitate communication or interaction.

Text-to-Speech (TTS) is a type of software or feature that involves converting or synthesizing text into spoken language, often used in AAC devices or strategies to facilitate communication or interaction.

Therapy is a type of service or intervention that is provided to help individuals develop or improve their communication or behavioral skills, often involving the use of AAC devices or strategies.

Time Delay is a type of behavioral or communicative pattern that involves delaying or postponing a response or action, often used in AAC assessments or interventions to support communication or social development.

Touch Screen is a type of device or interface that involves using touch or gestures to interact with an AAC device or system, often used in AAC devices or strategies to facilitate communication or interaction.

Training is a type of service or instruction that is provided to help individuals learn or use AAC devices or strategies, often involving collaboration with communication partners or other stakeholders.

Transaction is a type of communication or behavior that involves exchanging or negotiating information, goods, or services, often used in AAC devices or strategies to facilitate communication or interaction.

Transcription is a type of process or service that involves converting or transcribing spoken language into written text, often used in AAC devices or strategies to facilitate communication or interaction.

Transdisciplinary is a type of approach or team that involves collaboration or integration across multiple disciplines or professions, often used in AAC assessments or interventions to support communication or behavioral development.

Translation is a type of process or service that involves converting or translating text or language from one language to another, often used in AAC devices or strategies to facilitate communication or interaction.

Treatment is a type of service or intervention that is provided to help individuals develop or improve their communication or behavioral skills, often involving the use of AAC devices or strategies.

Trials is a type of activity or strategy that involves testing or evaluating different AAC devices or strategies, often used to determine their effectiveness or suitability.

Typing is a type of input method that involves using a keyboard or other device to enter or communicate text, often used in AAC devices or strategies to facilitate communication or interaction.

Universal Design is a type of design or approach that involves creating or developing products or services that are accessible or usable by all individuals, regardless of ability or disability.

Usability refers to the ease or effectiveness of using an AAC device or system, often an important consideration in AAC assessments or interventions.

User Profile is a type of profile or description that