

Final Report of Project

Project No. : 2012/0340

Part A

Project Title: Speech Therapy iPad Applications for Special School

Name of Organization/School: Mary Rose School

Project Period: From 12/2013(month/year) to 3/2015(month/year)

Part B

Please read the *Guidelines to Completion of Final Report of Quality Education Fund Projects* before completing this part of the report.

1. Attainment of objectives

Objective statement	Activities related to the objective	Extent of attainment of the objective	Evidence or indicators of having achieved the objective	Reasons for not being able to achieve the objective, if applicable
To achieve an average motivation index of 4.75 with these to-be-developed apps for treatments - a 25% increase from current index	Development of 3 applications and utilization of these applications in lessons for training purpose	74% attainment	achieved an average motivation index of 4.5	The usage of these apps can only achieve a motivation index similar to using other computer-based activities, which is 4.4. The motivational level of these applications could possibly be similar to other computer-based activities. Which suggested that the students will be equally motivated no matter how the game was designed. Therefore the original target of 25% increment were too aggressive. To enhance the motivation index, clinician could

				possibly create a more encouraging and interesting learning environment while using the apps.
To achieve an average treatment success rate of 80% with these to-be-developed apps for treatments – a 25% increase from the traditional speech therapy methods.	Development of 3 applications and utilization of these applications in lessons for training purpose	Fully achieved	achieved an average success rate of 83%	

2. Project impact on learning effectiveness

The project impact on learning effectiveness was demonstrated by the achievement of success rate of 83%, which is a 30% increase from the traditional speech therapy methods. This has exceeded our target increment of 25%. Whilst such achievement was based only on the data collected during our data collection period among our students. As of May 16, 2015, there are 485 downloads of these three developed applications, the depth and width in improvement in learning effectiveness of other students in other institutions who have used these applications could be astonishing.

3. Cost-effectiveness

Budget Items (Based on Schedule II of Agreement)	Approved Budget (a)	Actual Expense (b)	Change [(b)-(a)]/(a) +/- %
Staff Cost	\$0	\$0	0%
Equipment	\$30,900	\$30,116	-2.5%
Works	\$242,400	\$240,000	-1%
General expenses	\$5,800	\$5,020.05	-13.4%
Contingency	\$600	0	-100%

- this project utilized the human resources in the speech therapy department and IT department, as well as the senior management of the school, as a result, no staff cost was involved in the project.
- unit cost of the direct beneficiaries cannot be estimated, as the number of students outside of our school who will use this application is unknown to us and will continue to increase as a result of continued utilization and increased download of the applications. But the unit cost based on the number of students at our school who have used these apps is : \$1,375.
- these three applications will continued to be available for downloading as long as the



school continues to renew their Agreement

- other schools can download the applications for free.
- majority of the project cost is in the application development by professional apps developer, such cost could possibly be reduced by using amateur apps developer, for example university students, however the quality of the applications could possibly be affected, thereby influence the treatment effectiveness when using these applications.

4. Dissemination value of project deliverables

Item description (e.g. type, title, quantity, etc.)	Evaluation of the quality and dissemination value of the item	Dissemination activities conducted (e.g. mode, date, etc.) and responses	Is it worthwhile and feasible for the item to be widely disseminated by the QEF? If yes, please suggest the mode(s) of dissemination.
3 applications		The applications are available for free download from store, and up to 16/5/2015, there are 485 downloads.	The applications can already be widely disseminated via store.

The success of the project is due to the following factors:

- incorporation of useful features (e.g. verbal and visual cue) which facilitates the improved success rate,
- selection of real object photos which can easily be recognized by students of limited cognitive ability,
- simple yet interesting design of the game, which suits the interests and ability of our students,
- flexibility in adjusting the treatment targets and difficulty level, which allows speech therapists to tailor-made the game to fit individual student's need and ability, as a result, enhancement of treatment effectiveness and efficiency.
- free and easy download from store, which allows a wide dissemination at no additional cost.

5. Activity List

No activity was conducted in this project.

6. Difficulties encountered and solutions adopted

After the submission of the three applications for store approval, only two of them were approved, while the remaining one was rejected, in spite of subsequent appeals to the apps reviewer and Review Board, this application was still rejected. The application was then amended, finally it was approved.

Name of Project Leader:

Name of Grantee*:

Signature: _____

Signature: _____

Date: _____

Date: _____

** Final Report of Project should be submitted via “Electronic Project Management System” (EPMS). Once submitted, these reports are regarded as already endorsed by the supervisor of the school/the head of the organization or the one who signed the Quality Education Fund Agreement for allocation of grant on behalf of the organization.*