Signature Employment Grant
2 Year Pilot Study
EmployAble Staff

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EmployAble Partners

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EmployAble
Project Goals

Develop and demonstrate a highly innovative and viable virtual employment orientation and support center
EmployAble Virtual Center
Project Operations

Major Components/Rooms

Skill Builder
Enhancing employment skills

Match Maker
Building connections between employees, employers, and mentors

Access Info
Supporting hiring and retention through information
Project Outcomes

- Model Virtual Employment Center **EmployAble** that is sustainable and replicable
- 50 people with disabilities supported to gain employment or retain employment
  Half will be Veterans with TBI
Research on TBI & Virtual Environments

Kessler Foundation Research

- Long-term memory skills improved
- Immersion increased learning
- "Improve assessment of real-world functioning"

Corporate Training in Virtual Environments
IBM Global Training in Second Life

"Our USC participants were impressed by the interactive nature of the GIO Conference. The tools and approach inspired us to re-examine how we use our own Second Life environment," Jerry Whitfield, associate director, Marshall School of Business, USC
Universal Design Series: Accessible Distance Education

accessible (ak sesˈə bal)

1. easy to approach, enter, use, or understand
2. accessible to likely to be affected by; open to
3. obtainable; available
4. easy for disabled people to enter or use

For the purposes of this presentation, accessible will focus on media tools for online distance learning. There are 3 phases to the Second Life Demonstration site with stations relating to topics.

Phase One: Issues surrounding accessibility, higher education, and online media

Phase Two: Tools for online distance learning

Phase Three: Tools specific to 3-D virtual environment
Universal Design Series: Accessible Distance Education

Phase One

Reasons for Accessibility
- Provide equal access and equal opportunity to people with diverse abilities
- Supports social inclusion for people with disabilities as well as others, such as older adults, people in rural areas, and English as a Second Language (ESL) speakers
- UN Convention on the Rights of Persons with Disabilities recognizes access to information and communications technologies, including the Web, as a basic human right

Issues surrounding accessibility, higher education, and online media

Phase Two

Tools for Online Distance Learning

Phase Three

Tools Specific to 3D Virtual Environments

EmployAble
World Without Barriers
Questions?

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