

## REFERENCES

ASHA (2012) *Augmentative and Alternative Communication (AAC)*. Available at: <http://www.asha.org/public/speech/disorders/AAC.htm> (Accessed: 20 December 2017).

AssistiveWare (no date) *Proloquo2Go*.

Bailes, A. F. and Succop, P. (2012) ‘Factors Associated With Physical Therapy Services Received for Individuals With Cerebral Palsy in an Outpatient Pediatric Medical Setting’, *Physical Therapy*, 92(11), pp. 1411–1418. doi: 10.2522/ptj.20110373.

Bevan, N. (1991) ‘What is usability’, In: *Human Aspects in Computing: Design and Use of ...*, (September), pp. 651–655. doi: 10.1.1.83.8558.

Bill, C. (2010) *Michigan Engineering Students Develop Mobile Communications Technology for Cerebral Palsy Patients*. Available at: <http://forum.engin.umich.edu/2010/11/mobile-communications-technology-for.html#comment-108297376> (Accessed: 5 January 2018).

Bogin, B. (2015) *Human Growth and Development, Basics in Human Evolution*. Elsevier Inc. doi: 10.1016/B978-0-12-802652-6.00020-7.

Braun, C. et al. (2016) ‘Using Brain Waves to Control Computers and Machines Accessed Using Brain Waves to Control Computers and Machines’, 2013, pp. 2–4.

Cerebralpalsy.org (no date) *Types of Cerebral Palsy*. Available at: <http://www.cerebralpalsy.org/about-cerebral-palsy/types-and-forms#ct> (Accessed: 3 December 2017).

CerebralPalsyGuidance (2016) *Cerebral Palsy and Augmentative and Alternative Communication (AAC)*. Available at: <https://www.cerebralpalsyguidance.com/cerebral-palsy/living/augmentative-and-alternative-communication/> (Accessed: 10 March 2018).

Cohen-Maitre, S. and Haerich, P. (2005) ‘Visual Attention to Movement and Color in Children with Cortical Visual Impairment.’, *Journal of visual impairment and blindness*, 99(7), pp. 389–402. Available at: <http://ovidsp.ovid.com/ovidweb.cgi?T=JS&PAGE=reference&D=psyc4&NEWS=N&AN=2005-08475-001>.

Darrel, M. (2014) *The Web API business layer anti-pattern*. Available at: <http://bizcoder.com/the-web-api-business-layer-anti-pattern> (Accessed: 3 December 2017).

Faezal, F. (2016) *Penelitian Cerebral Palsy Indonesia*. Available at: <http://www.cerebralthpalsyindonesia.com/penelitian-cerebral-palsy-indonesia/> (Accessed: 10 February 2018).

Freetutes (no date) 'Prototyping Software Life Cycle Model'. Available at: <http://www.freetutes.com/systemanalysis/sa2-prototyping-model.html>.

Gonzales, C., Leroy, G., D. L. G. (2012) *Augmentative and Alternative Communication Technologies*. doi: 10.4018/978-1-61350-456-7.ch506.

Halloran, E. J. (1996) 'Virginia Henderson and her timeless writings', *Journal of Advanced Nursing*, 23(1), pp. 17–24. doi: 10.1111/j.1365-2648.1996.tb03130.x.

Heidi McHugh, P. and Winifred, S.-K. (2017) *Pedretti's Occupational Therapy: Practice Skills for Physical Dysfunction, 8th Edition*. 8th edn. Edited by Elsevier. Mosby. Available at: <https://evolve.elsevier.com/cs/product/9780323339278>.

Hwang, W. and Salvendy, G. (2010) 'Number of People Required for Usability Evaluation: The 10±2 Rule.', *Communications of the ACM*, 53(5), pp. 130–133. doi: 10.1145/1735223.1735255.

IAApps, S. (no date) *Apps for Cerebral Palsy*. Available at: <https://www.specialiapps.org/en-gb/apps-for-cerebral-palsy.html> (Accessed: 2 December 2017).

Kitzinger, J. (1995) 'Qualitative Research: Introducing focus groups', *Bmj*, 311(7000), p. 299. doi: 10.1136/bmj.311.7000.299.

Lucidchart (2012) 'Example of activity diagram'. Available at: <https://www.lucidchart.com/pages/uml/activity-diagram>.

Lucidchart (2014) 'Example of use case diagram'. Available at: <https://www.lucidchart.com/pages/use-case-diagram-for-hotel-management-system-UML>.

Moran, K. (2018) *Quantitative User-Research Methodologies: An Overview*, Nielsen Norman Group. Available at: <https://www.nngroup.com/articles/quantitative-user-research-methods/> (Accessed: 12 June 2018).

Nielsen, J. (1993) 'Usability Engineering', *Morgan Kaufmann Pietquin O and Beaufort R*, 44(1/2002), p. 362. doi: 10.1145/1508044.1508050.

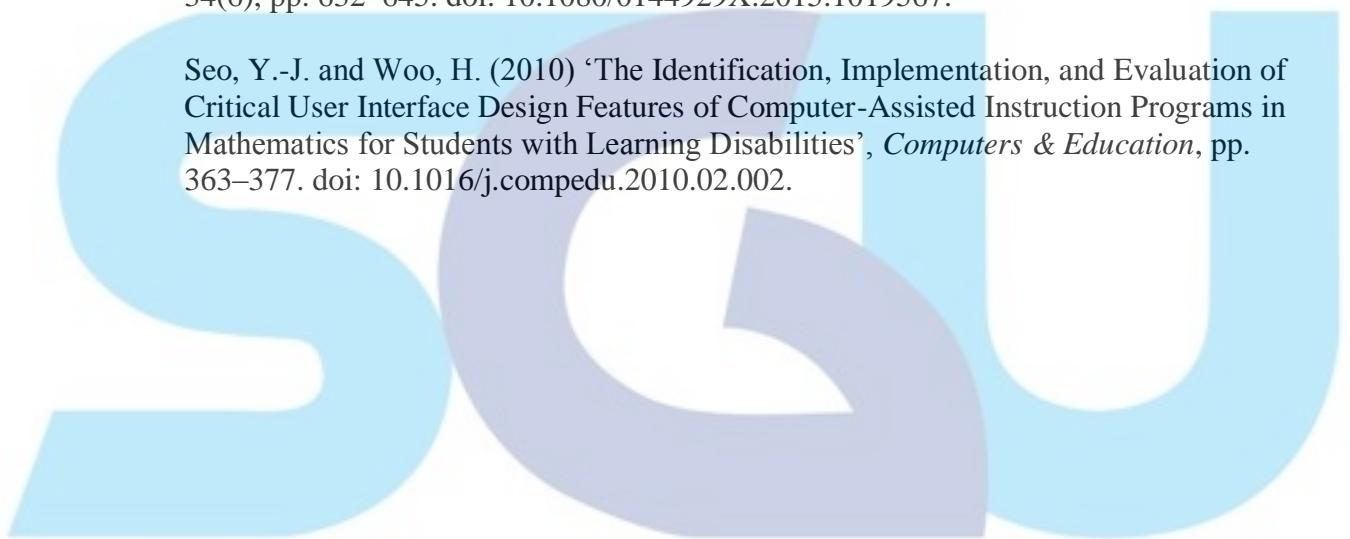
PsychologistWorld (no date) *Erikson's Stages of Human Development*. Available at:

<https://www.psychologistworld.com/behavior/erikson> (Accessed: 9 March 2018).  
Rafael, A. *et al.* (2018) 'User ' s Emotions and Usability Study of a Brain- Computer Interface Applied to People with Cerebral Palsy †', pp. 1–12. doi: 10.3390/technologies6010028.

Richards, C. L. and Malouin, F. (2013) *Cerebral palsy : definition , assessment and rehabilitation*. 1st edn, *Pediatric Neurology Part I*. 1st edn. Elsevier B.V. doi: 10.1016/B978-0-444-52891-9.00018-X.

Saturno, C. E. *et al.* (2015) 'An augmentative and alternative communication tool for children and adolescents with cerebral palsy', *Behaviour & Information Technology*, 34(6), pp. 632–645. doi: 10.1080/0144929X.2015.1019567.

Seo, Y.-J. and Woo, H. (2010) 'The Identification, Implementation, and Evaluation of Critical User Interface Design Features of Computer-Assisted Instruction Programs in Mathematics for Students with Learning Disabilities', *Computers & Education*, pp. 363–377. doi: 10.1016/j.compedu.2010.02.002.



The logo of the Swiss German University features a stylized, abstract design composed of overlapping blue and grey shapes that form the letters 'SGU'. Below this graphic, the words 'SWISS GERMAN UNIVERSITY' are written in a large, bold, light blue sans-serif font.