Objectives

- Recognize the needs and benefits of broadening inter-professional collaborations outside traditional occupational therapy models of teaching, learning, and practice.
- Identify components required to create, conduct, and integrate effective inter-professional occupational therapy and industrial design collaboration
- Describe outcomes to measure effectiveness at the student, client, and inter-professional levels.

Projects

**Project Inclusive**

Inclusive is a collaboration between the Occupational Therapy (OT) Department at Thomas Jefferson University and the Industrial Design (ID) department at the University of the Arts in Philadelphia, PA.

Combining disciplines provides OT students with exposure to design thinking, prototyping, and concepts of mass production. ID students learn structured interviewing, understanding of living with a disability, and familiarity of OTPF language and process. Combining OT and ID gives clients innovative opportunities to maximize their function and overall quality of life.

**OT/ID Partnerships**

Small-scale projects (2-3 week toy/game designs based on fictional case stories) or larger-scale projects (6-10 week independent study).

**Independent Study Course Sample Project: V-SEL**

**Client Constraints:**

- Goal is to increase performance
- Function and overall quality of life!

**Client Input:**

- Client constraints: mobility, independence
- Client constraints: need to monitor
- Client constraints: need to monitor

**Final Product Rendering:**

- Goals: increased performance
- Function and overall quality of life!

**Outcome:**

- COPM: Pre
- COPM: Post
- Goal Attainment Pre to Post: 8/10 (Strongly Agree: 64%; Agree: 36%)

**Independent Study Course Sample Project: Simple Stitch**

**Client Constraints:**

- Violently rigid arms
- Ability to maintain focus
- Needs support

**Client Input:**

- Client constraints: need to monitor
- Client constraints: need to monitor

**Final Prototype:**

- Goals: increased performance
- Function and overall quality of life!

**Outcome:**

- COPM: Pre
- COPM: Post
- Goal Attainment Pre to Post: 8/10 (Strongly Agree: 64%; Agree: 36%)

**Independent Study Course Sample Project: Michael's Pool Toy**

**Client Constraints:**

- Michael's constraints: swimming for enjoyment
- Michael's constraints: need to monitor

**Client Input:**

- Client constraints: need to monitor
- Client constraints: need to monitor

**Final Prototype:**

- Goals: increased performance
- Function and overall quality of life!

**Outcome:**

- COPM: Pre
- COPM: Post
- Goal Attainment Pre to Post: 8/10 (Strongly Agree: 64%; Agree: 36%)

**Outcomes/Themes**

- **OT Post Feedback**
  - The course added to knowledge and encouraged critical thinking/ reasoning
  - Challenging to locate appropriate/valid assessment tools to capture pre/post outcomes

- **ID Post Feedback**
  - Comfort interacting with individuals with a disability
  - Project of too much time: effective direction for completing project deliverables

- **OT & ID Post Themes**
  - Largest logistical barrier: finding scheduling time to meet
  - Duration of project was too short: 8-12 weeks is more realistic
  - Need better role delineation: efficiency/direction for completing project deliverables
  - was at times confusing

**Toy and Game Design Charette**

**OT Post Themes**

- Loved the design process
- Another realm for OT: larger lens!
- New way to think/look at problems
- Designing for various populations, not just typical clients

**ID Post Themes**

- Learned how to guide a large team of OTs
- Independent Study Course
- OT Post Feedback
- ID Post Feedback
- OT & ID Post Themes
- Need > 3 weeks
- Let’s do it again. Sign me up!