

Functional Assessment Tool for Cognitive Assistive Technology
(FATCAT)

Client: _____ Identifying No. _____

Assessment Date: _____

Functional Cognition:

Please ask client to rate how well the following tasks are performed, on a 1 to 10 scale, with 1 being *very poor* and 10 being *excellent*.

Home and Community Tasks	Performance
Home safety	1 2 3 4 5 6 7 8 9 10
Way-finding in the community	1 2 3 4 5 6 7 8 9 10
Performing routine activities	1 2 3 4 5 6 7 8 9 10
Keeping track of appointments	1 2 3 4 5 6 7 8 9 10
Taking medications on schedule	1 2 3 4 5 6 7 8 9 10
Performing multi-step tasks (cooking, shopping, etc.)	1 2 3 4 5 6 7 8 9 10
Multi-tasking (doing two or more things at the same time)	1 2 3 4 5 6 7 8 9 10
Following through on plans	1 2 3 4 5 6 7 8 9 10
Remembering important events	1 2 3 4 5 6 7 8 9 10
Remembering everyday events	1 2 3 4 5 6 7 8 9 10
Managing frustration	1 2 3 4 5 6 7 8 9 10
Staying focused on a project	1 2 3 4 5 6 7 8 9 10
Remembering facts (names, passwords, phone numbers)	1 2 3 4 5 6 7 8 9 10
Keeping track of keys, wallet, other items	1 2 3 4 5 6 7 8 9 10
Learning new information	1 2 3 4 5 6 7 8 9 10
Dealing with Distractions	1 2 3 4 5 6 7 8 9 10
Total score:	
Divide score by 16 for self-rating:	

Access to Device:

Yes	No	Client demonstrates:
		Ability to read information on PDA
		Ability to hear PDA alarm when 5-feet away
		Sufficient dexterity to navigate PDA interface
		Responds to alarm reminder and performs task as reminded

Current Use of Technology:

Check whether client is proficient (P), a novice (N) or doesn't use (NA) technology.

P	N	NA	Technology
			PDA (device type: _____)
			Cellphone
			Cellphone task management functions
			Personal computer word processing
			Personal computer email
			Personal computer web surfing
			Personal computer advanced (spreadsheets, money management)
			Gaming systems: Wii, PS3, X-Box (circle which)
			Handheld gaming device (Nintendo DS, etc.)
			Portable music player (ipod, etc.)
			TV Remote control

Needs and Preferences (Basic Functions):

<i>Check</i>	<i>Function</i>		<i>Check</i>	<i>Function</i>
	Reminder alarm			Calculator
	Calendar			Electronic sticky note
	Activity Schedule			Games
	To Do list			Photo Album
	Addresses, phone numbers			Store passwords
	Arm-strap			Pocket-sized
	Belt-clip			Around-the-neck lanyard

Needs and Preferences (Advanced Functions):

<i>Check</i>	<i>Function</i>		<i>Check</i>	<i>Function</i>
	Task-sequencing cues*			Video playback
	Voice memos			Camera
	Keyboard			GPS navigation
	Wireless capability			Vibrating alarm
	Behavioral coaching*			Directional maps
	Voice-over			Magnification

* If checked, determine modality of cues needed (text, graphics, video, etc.)

Other Needs and Preferences:

Device Provided:	
Case/accessories:	
Applications:	
Training strategy:	
Follow-up:	
Trouble-shooting:	

Addendum (vocational tasks):

<i>Vocational Tasks</i>	<i>Performance</i>
Getting ready for work	1 2 3 4 5 6 7 8 9 10
Getting to/from work	1 2 3 4 5 6 7 8 9 10
Type of transport:	
Clock in/clock out	1 2 3 4 5 6 7 8 9 10
Managing weekly work schedule/calendar	1 2 3 4 5 6 7 8 9 10
Work Tasks:	
	1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10
Managing breaks and break times	1 2 3 4 5 6 7 8 9 10
Co-worker relationships	1 2 3 4 5 6 7 8 9 10
Customer relationships	1 2 3 4 5 6 7 8 9 10
Following through on plans	1 2 3 4 5 6 7 8 9 10
Dealing with a change in routine	1 2 3 4 5 6 7 8 9 10
Asking for help, when needed	1 2 3 4 5 6 7 8 9 10
Managing frustration	1 2 3 4 5 6 7 8 9 10
Staying focused on a project	1 2 3 4 5 6 7 8 9 10
Learning new tasks	1 2 3 4 5 6 7 8 9 10
Dealing with Distractions	1 2 3 4 5 6 7 8 9 10
Total score:	
Divide by number of items for self-rating:	