



Parrot Software

**Aphasia II:
Opposites and Similarities**

Frederick F. Weiner





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See warranty information at the end of this manual.

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INTRODUCTION TO APHASIA II

APHASIA II is one of a series of computer treatment programs designed to help aphasics and others who have reading and comprehension problems. The client works at the computer. APHASIA II teaches opposites (hot-cold) and similarities (salt-pepper). APHASIA I teaches nouns which are parts of other nouns and nouns which are associated with other nouns and APHASIA III teaches categories. Each is available on a separate disk.

Client responses are made by pressing either the <SPACE> bar or <RETURN> key or by using the game paddle, an option available to physically handicapped clients (see the special instructions if this program is to be used by a person with a physical handicap.)

Requirements are an APPLE II+ or APPLE IIe or APPLE compatible computer (48K of memory), a monitor or TV, one disk drive, paddles or joystick (optional) and a printer (optional) connected to slot #1.

You may find it helpful to read through this manual once quickly to get an overview. Then sit down at your computer and work through the manual to familiarize yourself with the program. It's an easy program to use because the computer prompts you on the screen---that is, it tells you what to do next.

HOW TO LOAD THE PROGRAM

1. Locate the door to the disk drive. If you have two drives use drive #1. The door is a small 1 1/2 by 1 1/2 inch tab that closes over the middle of the slot located at the front of the disk drive. If the door is closed, flip it up so that the slot is unobstructed.
2. Remove the program diskette from the protective jacket.
3. With your thumb on the diskette label, insert the diskette into the slot of the disk drive with the label facing up and toward you. Do not force the diskette into the slot.
4. With the diskette in place, flip down the drive door so that it secures the diskette in place. Do not force the door closed. If it will not close, then flip the drive door up again and re-insert the diskette.
5. Turn on the monitor or TV.
6. Turn on the computer.
7. Do not press any of the keys; the program starts

automatically. The light on the drive should come on and you will hear the drive whirr. A few seconds later, the title, credits, and copyright sign will appear on the screen as pictured below. **WARNING: NEVER TURN THE COMPUTER OFF OR REMOVE A DISKETTE WHILE THE RED LIGHT ON THE FRONT OF THE DISK DRIVE IS LIT.**



PARROT SOFTWARE PRESENTS

8. You will next see the System Menu. You are now ready to run the program. **WARNING: Do not remove the program diskette from the drive until you turn off the computer.**

A WORD ABOUT MENUS

A menu in a computer program serves the same purpose as a menu in a restaurant. It is a list of all the options from which you may select. In a restaurant you express your choice to the waiter or waitress. In a computer program you give the computer your choice by pressing the number key that corresponds to the option you want. Sometimes the computer will prompt you to press the <RETURN> key after you have selected an option. Other times, the computer will jump into action without your pressing another key.

APHASIA II is controlled by menus. The most important menu, the 'master menu,' is call the System Menu (see the following illustration). It allows you to 1) select a client for treatment, 2) add a new client to your file, 3) delete a client from your file, or 4) check on the progress of a client. Each of these options is discussed below.

```

*****
*
*           SYSTEM MENU
*
*   <1>  TREAT A CLIENT
*   <2>  ADD A NEW CLIENT
*   <3>  DELETE A CLIENT
*   <4>  PROGRESS REPORT
*
*****

```

PRESS A NUMBER

HOW TO TREAT A CLIENT

To treat a client, press the 1 key from the System Menu. Another menu will appear on the screen (see illustration below). This menu is a listing of the clients whose progress has been stored on the disk. Notice that your disk comes with one client on it (see section on HOW TO DELETE A CLIENT) and there is room for up to 20 clients.

CLIENTS ON FILE

```

*****
*
*   1.  SMITH           11.
*   2.                    12.
*   3.                    13.
*   4.                    14.
*   5.                    15.
*   6.                    16.
*   7.                    17.
*   8.                    18.
*   9.                    19.
*  10.                    20.
*
*****

```

PRESS THE NUMBER OF THE CLIENT TO BE
TREATED AND THEN PRESS <RETURN>

Press the number of the client who will use this program and then press the <RETURN> key. You will then see a two item menu asking whether you would like to work on OPPOSITES or SIMILARITIES. As mentioned before, if you press 1 you will work on OPPOSITES (hot-cold). If you press 2 you will work on SIMILARITIES (salt-pepper). Regardless of which you select, you will next be asked to select an exercise from one of the files (1-10). These files contain the training stimuli listed in the Appendix. (The

first ten are for OPPOSITES and the second ten are for SIMILARITIES.) After you select an exercise and press <RETURN>, the disk drive will whirr. You will then see ten words listed on the right side of the screen as pictured.

lift	neat
	least
	straight
	full
	early
	drop
	outdoor
	mean
	solid
	fall

Opposite this list, on the top left will be another word. The client's task is to line up the word on the left with the appropriate word on the right by pressing the <SPACE> bar. For example, in the first item of the OPPOSITES lesson, the word on the left is LIFT. The client must move that word down until it lines up with DROP. Each press of the <SPACE> bar moves the word on the left down one line. Continuing to move the word past the last line moves the word back up to the top. Incidentally, any key except <ESC> or <RETURN> will advance the word.

When the two words are lined up the client should press <RETURN>. If the client is correct, a large YES will appear in the upper left corner of the screen followed by a musical reward. For those with color monitors there is also a color reinforcement. Words on the left side of the screen are green and words on the right side of the screen are red. With a correct response, the word on the right will turn green to match the color of the word on the left.

If the client is incorrect, the computer will buzz and the correct response will blink on and off four times. On color monitors or TVs it changes its color to green. The client will then have a second chance to match words. If the client is correct, the YES will appear followed by the musical reward. If the client is incorrect, the correct response will blink six times, the client will be asked to try another word, and the next word will appear.

NOTE: To break out of an exercise and return to the System Menu,

press the <ESC> key.

There are ten stimuli per exercise. At the end of each exercise, the client will have the option to 1) repeat the exercise, 2) try a new exercise, or 3) return to the System Menu.

HOW TO ADD A NEW CLIENT

WARNING: Since this program stores client names and their scores during treatment it is very important that you NOT put a write-protect tab on the disk. If a write-protect tab is used, the program will not work properly and scores will not be stored on the disk.

To add a client's name to your roster, press 2 from the System Menu. The disk drive will whirr and you will be asked to type the last name of the new client and then press <RETURN>. The disk drive will then whirr again and return the user to the System Menu.

HOW TO DELETE A CLIENT

To delete a client from the roster, press 3 from the System Menu. The clients on file will then be listed preceded by a reference number as they were in the section on HOW TO TREAT A CLIENT. Press the number of the client to be deleted and then press <RETURN>. A warning notice that this action is permanent will be posted with an opportunity to stop or continue. Press C to continue or S to stop. If C is pressed, the disk drive will whirr and a note that CLIENT X was deleted will appear. The System Menu will then reappear.

Notice that the disk comes with at least one client on it. **NOTE:** At least one client must be on the roster at all times. It will not be possible to delete the last client unless another is added.

HOW TO GET A PROGRESS REPORT

This program keeps track of the percentage of correct responses for up to 30 trials per client. To check progress press 4 from the System Menu. The disk drive will whirr and a list of the clients on file will appear on the screen after their reference number like they did in the section on HOW TO TREAT A CLIENT. Press the number of the client for whom a progress report is requested then press <RETURN>. The drive will whirr again and a two-choice menu will appear asking whether results should be printed or displayed on the screen. Press S for screen and a bar graph will appear showing percentage correct per trial. Press P while a printer connected to slot #1 (the usual connection) is turned on and the same graph will be printed.

Following is an illustration of the bar graph that is used in this program. The bars on the graph represent the percentage correct per trial as listed on the vertical axis. Each bar is made up of a row of numbers between 0 and 9. These correspond to the exercise files that were selected during treatment. Number 1 represents the first exercise within a lesson and 0 represents the tenth exercise in a lesson. Below each bar on the horizontal axis is either a 1 or a 2. Number 1 stands for OPPOSITES and 2 stands for SIMILARITIES. The last bar in the graph contains 1's, is even with 50% on the vertical axis, and has a 1 beneath it. This means that the client scored 50% on the first exercise for the OPPOSITES lesson.

```

100% !
      !
  90% !
      !
  80% !
      !
  70% !
      !
  60% !
      !
  50% !           1
      !           1
  40% !           2 1
      !           2 1
  30% !           5 2 1
      !           5 2 1
  20% !           0 5 2 1
      !           0 5 2 1
  10% !           0 5 2 1
      !           0 5 2 1

```

2 2 1 1

PRESS A KEY TO CONTINUE

FOR NON-COLOR MONITORS

This program was developed for use on both color and monochrome monitors. The color version of the program uses a white background with red and blue letters. If you have a black and white or green screen monitor the letters will not show up very well. Don't worry. You can make an internal adjustment in the program to correct this problem. The adjustment is made from the System Menu. Just press the <CTRL> key and while holding it down, press the <R> key. The disk drive will whirr and a question will appear on the screen: DO YOU HAVE A COLOR MONITOR? (PRESS Y OR N). Press N. The disk drive will whirr again and you will return to

the System Menu. You are now ready to continue with the program and you will never have to make this change again unless you switch to a color monitor.

RESPONSES BY PHYSICALLY HANDICAPPED CLIENTS

If the user of this program is physically handicapped, a special response mode can be programmed. This is done by adding the client's name (press 2 from the System Menu) with an asterisk '*' as the last character of the name. When this client is treated each stimulus will automatically scroll down to the next response after a short pause. If the client thinks the stimulus word is lined-up with the correct response, she/he should press the 0 (zero) button on the game paddle. Otherwise, the exercise will work exactly as described in the section titled HOW TO TREAT A CLIENT. For those with access to special input devices like pacifiers or blow tubes, these special devices will work with this program through the zero paddle button for a device plugged into the game port.

The Prentke Romich Company, 8769 Twp. Road 513, Shreve, Ohio, 44676 has many devices that could be used with an APPLE computer so that severely handicapped individuals could take advantage of this program.

NOTES ABOUT APPENDIX

The Appendix lists all stimuli used in this program in a three column format. The first column lists the stimuli which are presented one at a time. The second column lists the number of the response to which the stimulus should be matched. The third column lists the possible responses. For example, in Exercise 1 (OPPOSITES), the word LIFT is followed by a 6. That means that LIFT should be matched to DROP, the sixth word in the word-list to the right of the number list.

APPENDIX: PROGRAM STIMULI

Exercise 1

lift	6	neat
liquid	9	least
rise	10	straight
crooked	3	full
messy	1	early
most	2	drop
hungry	4	outdoor
indoor	7	mean
late	5	solid
kind	8	fall

Exercise 2

more	3	present
never	5	rude
old	7	less
part	9	pull
past	1	always
polite	2	lax
push	4	young
tense	6	smooth
rich	10	whole
rough	8	poor

Exercise 3

empty	3	lose
enter	5	last
even	7	full
far	9	finish
find	1	leave
start	4	lead
first	2	odd
follow	6	remember
forget	8	near
from	10	to

Exercise 4

friend	3	smile
fresh	5	sad
freeze	7	enemy
frown	1	false
happy	2	spoiled
gentle	6	rough
pretty	9	thaw
honest	10	slow
true	4	ugly
fast	8	dishonest

Exercise 5

in	10	without
large	8	girl
hot	4	same
on	5	cold
boy	2	off
different	3	abnormal
normal	6	soft
loud	7	small
under	9	over
with	1	out

Exercise 6

healthy	3	black
white	1	low
thin	9	ill
tall	10	narrow
wide	4	hello
high	2	out
goodby	5	left
up	8	down
in	6	fat
right	7	short

Exercise 7

city	4	south
north	1	west
east	2	divide
top	10	country
work	7	night
add	9	negative
multiply	3	play
positive	6	child
adult	8	subtract
morning	5	bottom

Exercise 8

ahead	2	nobody
alive	4	behind
awake	6	tell
all	8	dead
answer	10	forward
everybody	1	asleep
ask	3	front
backward	5	none
back	7	misbehave
behave	9	question

Exercise 9

believe	4	take
best	6	floor
good	8	dark
better	10	doubt
give	1	sell
light	3	worst
buy	5	can't
can	7	bad
ceiling	2	expensive
cheap	9	worse

Exercise 10

punish	3	open
raise	6	well
sharp	7	reward
shut	1	sweet
sick	2	loose
smart	8	lower
sour	4	dull
here	9	dumb
tight	5	there
yell	10	whisper

Exercise 11

big	10	null
woman	9	sure
me	8	well
little	7	evening
night	4	sick
zero	1	hi
positive	2	small
healthy	3	similar
ill	5	lady
hello	6	large

Exercise 12

fat	5	orderly
short	4	elevate
alive	6	come in
ask	7	little
neat	1	obese
rise	2	living
messy	8	question
hungry	9	disorderly
indoor	10	famished
enter	3	inside

Do first

#2=1

#2=2

Exercise 13

finish	5	gift
start	7	strange
odd	2	aged
near	10	delighted
present	1	complete
old	3	wealthy
rich	6	begin
false	8	fake
happy	4	quick
fast	9	close

Exercise 14

but	2	scream
cheap	5	purchase
shut	3	close
punish	7	scared
yell	1	inexpensive
ache	8	same
absent	6	discipline
affraid	4	hurts
ahead	10	away from
alike	6	in front

Exercise 15

alive	3	rob
amazing	4	mad
among	10	living
angry	2	surprise
steal	1	not good
bad	5	under
begin	9	next to
below	6	invoice
beside	7	start
bill	8	with

Exercise 16

branch	3	courageous
brave	1	hat
stop	6	limb
cheap	10	auto
calf	10	penny
cap	2	halt
taxi	7	cab
car	4	frugal
cent	5	middle
center	9	baby cow

Exercise 17

choose	6	father
couch	8	find
crack	10	above
dad	1	plate
discover	2	seperate
dish	4	select
punch	7	belt
over	3	sofa
divide	5	finished
done	9	break

Exercise 18

engine	5	quick
fair	10	ape
fast	1	trash
garbage	3	house
gorilla	2	motor
home	4	grass
lawn	6	crazy
mad	9	maybe
nuts	7	angry
perhaps	8	just

Exercise 19

pad	4	pop
sleep	6	talk
roll	8	step
soda	1	tablet
speak	2	begin
stair	3	snooze
start	5	hay
stone	10	bun
straw	7	things
stuff	9	rock

Exercise 20

test	10	decay
tortise	5	locomotive
agree	6	faucet
street	7	youth
stain	8	turtle
rot	1	affirm
spigot	3	road
child	4	spot
hit	9	slap
train	2	examine

IMPORTANT DISKETTE INFORMATION

Diskettes are small (about 5 inches in diameter) disks coated with a magnetic material similar to that used in audio or video recording tape. These magnetic disks are permanently sealed inside a square (usually black) plastic cover which protects it. Never open this plastic disk.

The term "floppy disk" comes from the fact that the diskette is flexible. However, bending the plastic case may cause damage to the diskette.

These small diskettes are deceiving in terms of the information they can store. A single diskette can hold over 1,146,000 bits of information (equivalent to 540 double-spaced typed pages). A bit of information therefore occupies a very small portion of the diskette. That means, an invisible scratch on the surface of the diskette, or a fingerprint can cause errors and malfunction of your program.

CARE OF THE DISKETTE

1. Never touch the surface of the diskette (part under the oval shaped hole).
2. Never force the diskette into the disk drive.
3. Never bend the diskette.
4. Replace diskettes in envelopes when removed from the disk drive.
5. Protect diskettes from heat, sunlight, and magnetic fields such as those generated by speakers and electric motors.
6. If you must write on the label of a diskette use a felt-tipped pen only and press lightly.

TROUBLESHOOTING

Before calling Parrot Software for technical assistance (1-814-237-7282), see these tips.

PROBLEM 1. Program stops in the middle and issues a 'Break in Line xxxx' statement and then possibly re-loads and runs again.

SOLUTION 1. In all likelihood you have put a write-protect tab over the notch on the diskette. The program was probably trying to record a client result and could not do so because of the write-protect tab. In those cases, the computer treats trying to write to a protected disk as an error and stops the program.

PROBLEM 2. Disk will not load. The drive continues to whirr until

you stop it or the computer beeps and issues an 'I/O ERROR' statement.

SOLUTION 2. The speed of your disk drive is probably not correct. First check the program on another computer if one is available. If the program loads then you know that your drive speed is incorrect. Now either take your drive to a computer store for correction of drive speed or make the correction yourself using one of the commercially available software programs designed for testing drive speed.

PROBLEM 3. Disk will not load. The drive makes a terrible sounding clunk... clunk... clunk...

SOLUTION 3. You probably put you diskette in crooked. Stop the computer immediately and re-insert the diskette carefully.

PROBLEM 4. Summary tables of results directed to your printer are not formatted properly.

SOLUTION 4. Printers usually will automatically move down one line after reaching the end of a line. If your printer is not doing this, then one of the internal switches is set incorrectly. Read the section of your printer manual which describes how to set an automatic LINE FEED. Once set, you should not have any more printing problems.

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Parrot Software

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The back side of this disk contains demonstrations of many of our other programs. To see these programs, insert the disk into the disk drive label side down. Then just turn on your computer and follow the instructions displayed on the screen.