Subjective (S):  
  
Chief Complaint (CC): Engaging and setting up voice command tasks for entertainment and leisure activities through assistive technology.  
  
History of Present Illness (HPI): Patient M, a young male, presented to the virtual session facilitated by his caregiver. He has a history of Traumatic Brain Injury (TBI) resulting in blindness and some cognitive challenges. The session focused on using voice commands with an Alexa device to manage various activities, including scheduling reminders and entertainment. Patient M expressed enjoyment and a sense of achievement from successfully setting up reminders and using commands to play music and jokes.  
  
Patient M predominantly spends his leisure time engaging in activities such as listening to sports commentary, playing video games adapted for his needs like "Shadow of the Veil," and listening to music from artists like Nipsey Hussle and Kendrick Lamar. During the session, his caregiver provided supportive prompts to help him effectively use the Alexa device for these activities. The caregiver also noted adapting their methods of entertainment engagement, such as providing tactile feedback by drawing games on his back, which he seemed to appreciate for better understanding.  
  
Patient M showed interest in leveraging technological assistance to enhance his interaction with entertainment media, including possibly accessing series on platforms like Netflix with auditory descriptions and exploring music across various streaming services.  
  
History:  
  
Medical History: Traumatic Brain Injury (TBI) with resultant blindness and cognitive deficits.  
  
Social History: Patient M lives with his primary caregiver, who assists with daily activities. He used to live in Kansas, suggesting a transition to the current living situation, focusing on rehabilitation and coping with the TBI.  
  
Review of Systems (ROS):   
  
- General: Patient M displayed positive engagement during the session and expressed happiness when successfully executing Alexa commands independently.   
- Musculoskeletal: Needs tactile cues for better understanding of games and activities when engaging in passive visual activities.   
- Neurological: Cognitive processing is affected by TBI, necessitating prompts and adaptations from his caregiver for task execution.  
  
Current Medications, Allergies: Not explicitly discussed or documented in the session.  
Objective (O):  
  
- Vital Signs: Not applicable/available for review in this virtual session.  
  
- Physical Exam Findings: Not applicable as this was a virtual technology training session, focusing on cognitive engagement with assistive technology.  
  
- Laboratory Data: Not applicable.  
  
- Imaging Results: Not applicable.  
  
- Other Diagnostic Data:  
 - Use of assistive technology: Patient M interacted with Alexa for setting up reminders and scheduling entertainment-related activities. He was able to set up an appointment reminder successfully and engage in voice-command tasks, including playing music and jokes.  
   
- Recognition and Review of Documentation from Other Clinicians:   
 - Ongoing support and facilitation were provided by the caregiver throughout the session, ensuring adherence to Patient M’s learning pace and understanding.  
   
 - The caregiver reported on Patient M’s ability to participate in leisure and entertainment activities using described visual and auditory cues, which indicate successful use and setup of adapted video games and entertainment mediums (e.g., listening to music and audio-described Netflix series). The adaptation of activities for his visual impairment and cognitive considerations due to his TBI were consistently documented and practiced during the session, illustrating a tailored approach to his engagement with leisure and technology.  
  
\*\*Note:\*\* The session largely focused on entertainment and engagement protocols incorporating Patient M's existing skill set and interest areas. Further clinical insights were not available as the session centered around enhancing autonomous interaction and entertainment through technology.  
Assessment and Plan (A/P):  
  
\*\*Assessment:\*\*  
  
\*\*Problem 1: Cognitive and Visual Impairment due to Traumatic Brain Injury (TBI)\*\*  
- \*\*Differential Diagnoses:\*\* There are no differentials because the patient's primary diagnosis of TBI is established, with resulting cognitive communication deficits and blindness.  
- \*\*Discussion:\*\* Patient M exhibits cognitive and visual impairments attributable to a past TBI, necessitating adaptive strategies for interaction with technology and during leisure activities. His ability to follow through with assistive technology tasks, such as reminders and voice commands with Alexa, shows gradual progress in cognitive engagement. Adaptations, such as auditory and tactile cues, enhance his understanding and participation in activities. Despite challenges, Patient M’s ability to perform technology-based tasks indicates cognitive comprehension improvements with proper support.  
   
\*\*Plan for Problem 1:\*\*  
1. \*\*Testing and Consultation:\*\*  
 - No immediate additional diagnostic testing is necessary given the session's technology training focus. However, regular follow-up with neurology and occupational therapy can continue optimizing cognitive and adaptive functionality.  
   
2. \*\*Therapy Needed (Medications):\*\*  
 - No new medications are indicated based on session interactions. Current medication, if any, should be monitored by a primary care physician or specialist.  
  
3. \*\*Specialist Referral(s)/Consults:\*\*  
 - Continued engagement with cognitive rehabilitation specialists and speech therapists to support language processing, communication skills, and technology integration.  
  
4. \*\*Patient Education/Counseling:\*\*  
 - Continuation of verbal modeling and caregiver assisted training is crucial. Encouragement of consistent practice with next verbal throughout various contexts to increase familiarity and independence.  
 - Discussions with the caregiver on the integration of streaming services compatible with Alexa for expanded entertainment options using his preferred music and audio content.  
  
5. \*\*Tasks/Home Exercise Program:\*\*  
 - Task 1: Practice setting reminders for daily activities to reinforce the independence in technology use, such as 'Alexa, set a reminder for dinner at 7 PM'.  
 - Task 2: Practice using Alexa for entertainment purposes by listening to sports or setting voice commands for playing specified songs on linked music services, encouraging a broader engagement in leisure activities.  
 - Explore and practice potential games using Alexa’s skill sets that don't require visual components but support cognitive stimulation and provide entertainment relevant to his interests.  
 - Caregiver to ensure all devices used by Patient M, such as Alexa and iPads, are configured for accessibility features maximizing his interaction capabilities.  
 - Inclusion of family through frequent collaborative music and game sessions, enhancing social interaction and emotional wellbeing.  
  
Patient M and his caregiver will be monitored closely for engagement levels and will partake in continuous adaptive learning sessions to improve the integration of assistive technology in his daily life, with all efforts directed towards increased autonomy and enhanced life quality. This plan will be adjusted as necessary based on ongoing evaluations.