\*\*SOAP Note\*\*  
  
\*\*Patient:\*\* M.A.  
  
\*\*Date:\*\* 07-18-2024  
  
\*\*Subjective:\*\*  
  
\*\*Chief Complaint:\*\*   
Patient M, accompanied by caregiver, participated in a session to practice using voice commands with a smart device (Speaker 4) for setting reminders and accessing entertainment, as well as discussing entertainment preferences and technology use.  
  
\*\*History of Present Illness:\*\*   
Patient M, a young male, is currently working on becoming more independent in using Speaker 4 (smart device with voice-activation capabilities) to assist with setting reminders, accessing entertainment, and leisure activities. The patient practiced setting reminders and organizing entertainment content through voice commands. There was a successful instance of setting a reminder through Speaker 4. Patient expressed interest in watching and playing sports and video games. The caregiver mentioned the use of creative ways to enjoy sports, such as auditory relay and tactile feedback.  
  
\*\*Social History:\*\*   
Patient enjoys watching and playing sports, particularly ice hockey, and video games. Receives assistance from the caregiver in enjoying entertainment like television and video games. Caregiver uses innovative methods like drawing plays on his back to enhance enjoyment of games due to visual impairment.  
  
\*\*Review of Systems (ROS):\*\*   
- Vision: Impaired; relies on auditory and tactile feedback.  
- Hearing: No complaints noted.  
- Neurological: Adaptation to using technology for cognitive exercises.  
  
\*\*Current Medications:\*\*   
Not mentioned.  
  
\*\*Allergies:\*\*   
Not mentioned.  
  
\*\*Objective:\*\*  
  
\*\*Physical Exam:\*\*   
Not applicable in this session.  
  
\*\*Assessment:\*\*  
  
1. \*\*Use of Smart Device for Independence:\*\*   
 Patient is actively learning to use Speaker 4 for setting reminders and accessing entertainment to enhance independence despite visual impairment.  
   
2. \*\*Entertainment and Leisure Preferences:\*\*   
 Patient has expressed interest in sports, video games, and music, with assistance from the caregiver for accessing suitable content.  
  
\*\*Plan:\*\*  
  
1. \*\*Training and Practice:\*\*  
 - Continue practice sessions with Speaker 4 to improve confidence in using voice commands independently for setting reminders and accessing entertainment.  
 - Expand practice to include playing games on Speaker 4, focusing on auditory games suitable for visually impaired individuals like "Shadow of the Veil."  
  
2. \*\*Technology Integration:\*\*  
 - Family to set up accounts on streaming services (e.g., Amazon Music, Spotify, Netflix) compatible with Speaker 4 for a wider range of accessible media.  
 - Explore and attach accessible game skills to Speaker 4 as per options available in the Amazon ecosystem.  
 - Consider using phone and iPad for additional entertainment and cognitive training resources.  
  
3. \*\*Further Exploration:\*\*  
 - Clinician to research and relay any available accessibility features like audio description for photos or enhanced listening devices that could benefit the patient.  
 - Consider consultation with specialists in technology for visually impaired individuals for additional resources and support.  
  
4. \*\*Support and Encouragement:\*\*  
 - Involve patient in weekly goal-setting to establish objectives with Speaker 4 that align with personal interests and goals.  
 - Encourage continued support and creative approaches by the caregiver for engaging in entertainment.  
  
\*\*Follow-up:\*\*   
Continue with weekly sessions to reinforce learning and adaptation of new skills related to the use of technology for independence and recreation. Document progress in using Speaker 4 and adaptation to improving technology features during next visit.