

Name (Student/Client): _____

Date: _____

Team Members: _____

| | | |
|--|-----------------------------|--|
| Student/Client (how do they learn, what are their strengths and weaknesses, what are their language skills like) | Current Abilities: | |
| | Areas of Need: | |
| | Other Factors: | |
| Data collected (from ALP, Language Skill Survey, etc.) | | |
| Environments (where do they go that they will need to communicate in) | | |
| Communication Tasks (what are they not able to communicate now that we would like them to do) | Functional Messages: | |
| | Social Messages: | |

Modified from Joy Zabala's AT SETT Framework, HBP/KB 2-2026 (rev)

AAC SETT Framework

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|---------------------------------------|--|-----------------------------|----------------|---|------------------------------------|------------------------------|-------------------|--------------------------------|---------------------|--|----------|--|--|
| Tools | Current Tools & their Limitations: | | | | | | | | | | | | |
| | Features that will meet their needs: | Symbol Type: | Photos | SymbolStix | PCS/Boardmaker® | Minspeak® | App-specific | Text | Tactile | Braille | | | |
| | | Linguistic Features: | Sentence Based | | Phrase Based | | Single/Core Words | | Semantic Compaction | | Spelling | | |
| | | Voice Features: | No Voice | | Digitized Voice | Synthesized Voice | | Personalization | Voice Banking | Message Banking | | | |
| | | Access Features: | | Direct Selection | Keyguard | | Touchguide | Visual Supports | | Touch Settings (dwell, delay, release) | | | |
| | | | | Mouse | Head mouse | | Light pointer | Joystick | Trackball | alternative | | | |
| | | | | Scanning | Method *1-switch, 2 -switch, auto) | | | | | | | | |
| | | | | Feedback (outline, magnify, invert colors, auditory, combo) | | | | | | | | | |
| | | | | Pattern (linear, row/column, block, flow, combo) | | | | | | | | | |
| | | | | Switch Type (button, proximity, voice, grip, other) | | | | | | | | | |
| Head Tracking | With Head Mouse Selection Type (dwell, switch) iOS Head Tracking Trigger Activation (hover, blink, mouth open, eyebrow raise, smile, frown, tongue out) | | | | | | | | | | | | |
| Eye Tracking | Interaction Settings (calibration/camera settings) Activation Signal (dwell, blink, switch) Feedback (color, cursor, style, outline, highlight) | | | | | | | | | | | | |
| Integration | Environmental Control Smart Speakers Internal Computer Access External Computer Access Streaming/Entertainment | | | | | | | | | | | | |
| Portability & Positioning: | Size _____ | | | | | Weight: _____ | | | | | | | |
| Other: | | Mount/Stand | | | Durability | | | | Handle | | | | |
| | | | | Carrying Strap | | | | Carrying Case | | | | | |
| Other: | | Charging options | | Battery Life | | Funding Options | | Warranty/Repair Options | | | | | |
| | | Tech Support | | Training | | Vocab Transfer/Backup | | Other Considerations: | | | | | |

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