

POST-CONFERENCE WORKSHOP

PLAYFUL THERAPY APPROACHES TO MOTIVATE AND EXCITE TEENS AND ADULTS WHO STUTTER

ERIK X. RAJ



September 16, 2024



14:00 - 18:15



University of Silesia
in Katowice, Poland



40 EUR normal rates
30 EUR student rates
(including ESS students)



175 zł pełna opłata
130 zł opłata ulgowa
(studenci, w tym ESS)

Erik X. Raj is a practicing speech-language pathologist and an associate professor in the Department of Speech-Language Pathology at Monmouth University, New Jersey, USA. Additionally, he is the director of the Meaningful Digital Experiences Research Lab which is housed within Monmouth University's Center for Speech and Language Disorders.

September 15, 2024,
University of Silesia in Katowice,
Poland

15 września 2024 roku,
Uniwersytet Śląski
w Katowicach

International Conference: *Many Voices on Stuttering and Cluttering*

Międzynarodowa Konferencja: *Wielogłos o jękaniu i gielkocie*



In this engaging and informative workshop, participants will embark on a journey to discover the transformative potential of video games as a powerful tool in stuttering therapy. Guided by a passionate advocate of game-based learning, attendees will explore creative and evidence-based strategies for effectively incorporating video games into therapeutic sessions. Through hands-on demonstrations and real-life success stories, practitioners will gain insights into how video games, and video games adjacent materials/media, can positively impact teens and adults who stutter. Participants will leave the workshop with a clear understanding of a new dimension of therapeutic possibilities and harness the undeniable power of play to empower individuals' communication growth and success.

PROGRAM OF THE WORKSHOP

14:00-16:00	Current trends and evidence that connect to playful therapeutic approaches and video games, case studies with teens/adults who stutter with relevant examples to showcase ideas discussed.	120 min
16:00-16:15	Coffee break	15 min
16:15-18:15	Preliminary research findings with practical takeaways, thoughts from parents/caregivers, important perspectives from teens/adults who stutter, future considerations with questions.	120 min

Target group: Speech-language therapists (SLT / logopedists) and SLT students

Learning Outcome

- Identify video games that are appropriate to use in stuttering therapy with teens and adults.
- Summarize approaches to growing communication confidence through video games with teens and adults who stutter.
- Demonstrate ways to motivate and excite teens and adults through video games, and video games adjacent materials/media, during stuttering therapy.

Level: Intermediate

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