

# acousticpioneer

## OVERVIEW OF THE ACOUSTIC PIONEER PLATFORM

### Page 1 = Testing and Screening Programs



**Feather Squadron 2.0:** an iPad app to Test for APD across nine subtests, compare to same aged peers, and generate a report with clinical therapy recommendations. It replaces and expands on Feather Squadron 1.0 with updated normative data. For maximum accessibility, It has the capacity to be used with any set of stereo headphones and on any large screen device, either through the FS2.0 installed app or directly through the [www.acousticpioneer.com](http://www.acousticpioneer.com) website. For maximum validity it should be used with the Koss/Acoustic Pioneer UR22iAP headphones for replication of normative processes. (IJA, 2015; JAAA, 2016; Towson, 2017; BJO, 2018; LSHSS, 2020; IJA, 2022).



**Air-conduction Audiometer:** as the name suggests, this is an ANSI/IEC calibrated air-conduction audiometer designed for school hearing screenings. It needs to be paired with a set of the Koss/Acoustic Pioneer UR22iAP calibrated headphones using a fully functional apple iPad. The calibration fee, the headphones, the app, and the database allow unlimited use per 12-month period for a flat fee (\$395 USD). It comes with automated or manual pure-tone and speech screenings as well as threshold searching capabilities.



**Feather Squadron 1.0:** an iPad app to Test for APD, compare to same aged peers and generate a report. It needs to be used with a specific set of headphones to have it calibrated – KOSS UR10 headphones which you can acquire from online from various outlets like amazon.com, walmart.com, Koss.com or others for around \$10. They have a nice frequency response and are a great fit for kids head sizes. (IJA, 2015; JAAA, 2016; Towson, 2017; BJO, 2018; LSHSS, 2020; IJA, 2022).



**Hearing Loss Screener:** an iPad app to Screen for hearing loss. This is NOT an ANSI/IEC calibrated audiometer but does have a 98% accuracy (sensitivity/specificity). It is only recommended on children 3+ (or developmentally 3+). If they are unable to understand the concept of the game (tap on the picture) the game will not proceed. This will allow you to rule out or raise concern for hearing loss. This uses the Koss UR10 headphones.

# OVERVIEW OF THE ACOUSTIC PIONEER PLATFORM

## Page 2 = Therapy/Intervention Programs



**Zoo Caper Skyscraper:** a **therapy** program. It targets dichotic listening difficulties. It can be played on any PC, iPad or android tablet, and most chromebooks. All will need to have internet access and a pair of stereo headphones (doesn't have to be the calibrated ones). (JSPT, 2018; LSHSS, 2020). **Recommended:** 2 sessions per week, approximately 15–20 minutes per session.



**Insane Earplane:** a **therapy** program. This app targets non-linguistic patterning (Lateralization, pitch patterns, interaural timing and intensity differences, and pitch changes [sweeps]) as well as Auditory Closure with similar supra-segmental information to the non-linguistic patterns. It can be played on any PC, iPad or android tablet, and most chromebooks. All will need to have internet access and a pair of stereo headphones (doesn't have to be the calibrated ones). (LSHSS, 2020). **Recommended:** 2 sessions per week, approximately 15–20 minutes per session.



**Elephant Memory Training:** a **therapy** program. This app targets auditory and visual working memory skills using 3 fun games. Working memory has shown to be vital for development of language and reading development. It can be played on any PC, iPad or android tablet, and most chromebooks. All will need to have internet access. **Recommended:** aim to reach 30–35 total sessions as quickly as possible, typically 3–4 sessions per week (a time-limited program).



**Sound Surge:** a **therapy** program. This app targets spatial processing skills — the ability to follow speech in the presence of competing voices. It can be played on any supported iPad or android tablet, and most chromebooks. All will need to have internet access and a pair of stereo headphones. (IJA, 2018). **Recommended:** 4–8 sessions per week, approximately 10 minutes per session.

As there are a LOT of misconceptions on auditory processing, here are a few facts and **published stats**:

- Reading is built on language
- Language is built on auditory input (processing)
- **83%** of children struggling with reading OR language will benefit from auditory processing therapy (JSPT, 2018; JAAA, 2016; LSHSS, 2020)
- **WITHOUT** a needed auditory therapy, a student will progress almost half as quickly with reading/language development compared to a child that does get the therapy. (LSHSS, 2020)

Note: For university students, we offer free access with approval from a staff member/supervisor

Note 2: For larger organizations such as school districts or multi-clinic/staff organizations, we do offer significant discounts through various site-license option that allows more mass use of the programs for all appropriate staff.