Grants:

**Competitive external project grant funding for the project:**


**Competitive internal project grant funding:**

*Hobbs, D.* & Wildy, S., Faculty of Science and Engineering's Collaborative Research Initiatives Grant: *Determining the vibration characteristics of a customised, accessible computer games controller for children with cerebral palsy, to aid in tactile sensory rehabilitation therapy* (2013: $9,740)

**Competitive Travel Grants:**

*Hobbs, D.*: $750 from the Society for Medical and Biological Engineering (SMBE) to attend and present at the 2012 ARATA National Conference

*Hobbs, D.*: $500 from the Faculty of Science and Engineering Research Higher Degree Student International Conference Fund to attend and present at the 2014 AusACPDM Conference

*Hobbs, D.*: $750 from the ARIA-SA/IBF Award (Association for Research between Italy and Australia (SA Branch) and the Italian Benevolent Foundation, Adelaide) regarding Research Travel Support to Italy in September 2014

**Peer-reviewed Publications:**


Invited Presentations:

- Invited speaker, Society for Medical and Biological Engineering (SMBE) SA, 26th February 2013 (“Game on! Accessible Gaming for Children with Disabilities”)

- Invited keynote, Inaugural South Australian Rehabilitation Research Forum (convened by the Statewide Rehabilitation Clinical Network), 15th March 2013 (“Improving Tactile Sensory Function in Children with Cerebral Palsy – Can Technology Play an Important Role?”)

- Invited speaker, Australian Orthotics and Prosthetics Association (AOPA) Congress, Melbourne, Victoria, 23rd August 2013 (“Good Vibrations – the design and development of a novel gaming controller for children with cerebral palsy who have impaired tactile sensation”)

- Invited speaker, New Ventures Institute (NVI) and Brand South Australia ‘Brand SA Around Our State Tour’ Social Innovation Tour (part of the Changemakers Festival), Friday 1st November 2013 (“A novel, accessible computer gaming system for children with cerebral palsy”)

- Invited speaker, Cerebral Palsy Alliance NSW, 21st August 2014 (“Did you feel that? Can a customised, accessible gaming system harness motivation and engagement to improve tactile sensory function in the hands of children with cerebral palsy?”)

Project related Awards:

- Received a Commendation at the Australasian 3MT National Finals in Perth, WA (September 2011)

- 1st Place, Soft Technology Award, awarded by the Australian Rehabilitation and Assistive Technology Association (August 2012)

- State iAward Winner and a National Merit Award Winner at the iAwards in the ‘Community Category’ (June and August 2014)

- 1st Place, Better Technology Awards, awarded by Engineers Australia’s College of Biomedical Engineers, prototype category (August 2014)
Related Media:

- Filmed an episode for Channel 10’s *Scope TV* about the project, which aired on the 4th July. See: [http://youtu.be/vP3i3cyqpm8](http://youtu.be/vP3i3cyqpm8)

- Radio Interview with the SA Branch President of the *Association for Research between Italy and Australia* (ARIA-SA), Friday 18th July 2014

**Selected Conference Presentations:**


**Other project related work and recognition:**

- A PCT (Patent Cooperation Treaty) has been submitted for the project, recognising the novelty and innovation (International Publication Number WO 2014/078902 A1; Title: “METHOD OF THERAPY AND HAPTIC GAMING SYSTEM FOR SENSORY AGNOSIA”)

- One of the serious games developed for the project won a *State iAward* in the ‘Tertiary Student’ category (June 2012)

- The accessible gaming controller developed for the project won a ‘Design Institute of Australia’ (DIA) *Silver Award*, awarded to Mr Max Hughes, the Industrial Designer who worked with me to design the accessible gaming controller (November 2013)

- Mr Max Hughes won the 2014 *Hills Young Australian Designer of the Year Award*

- Multiple conference podium presentations and presentations/seminars to other groups at both Flinders University and the University of South Australia