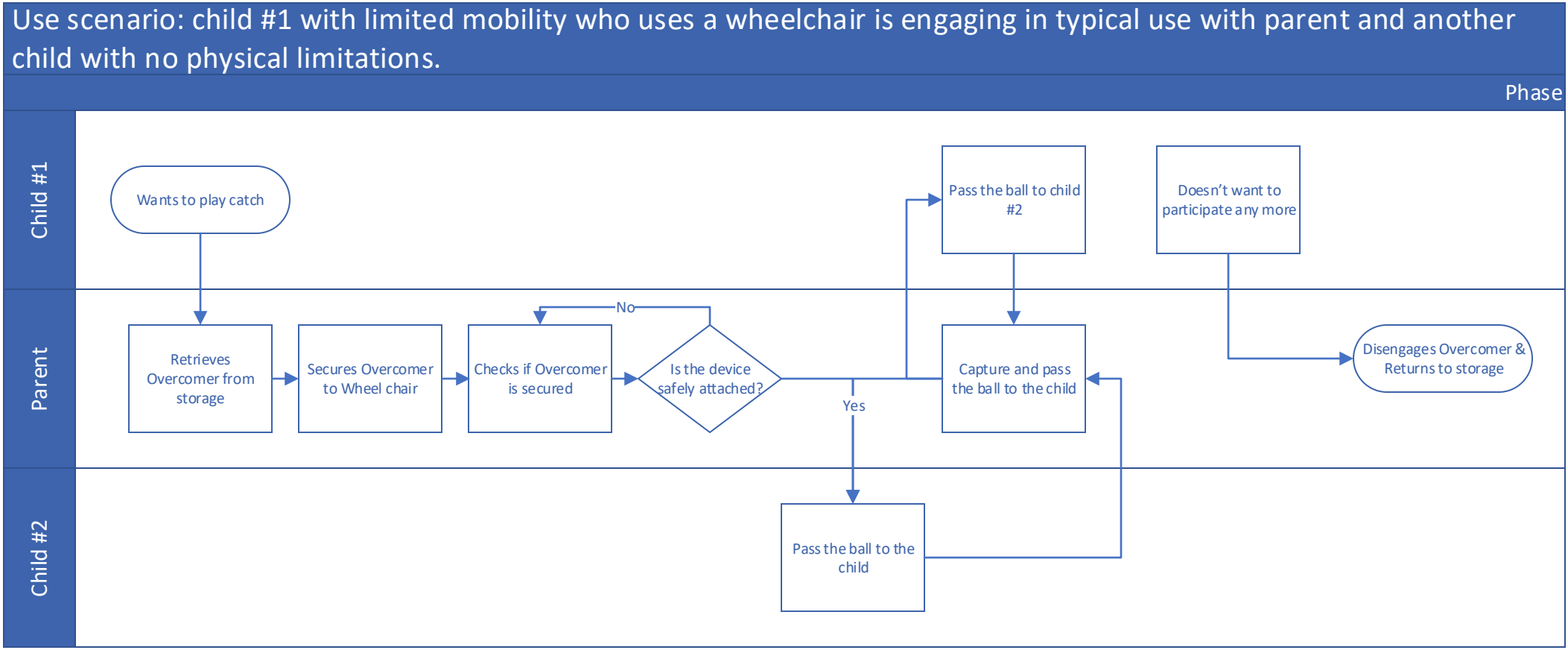
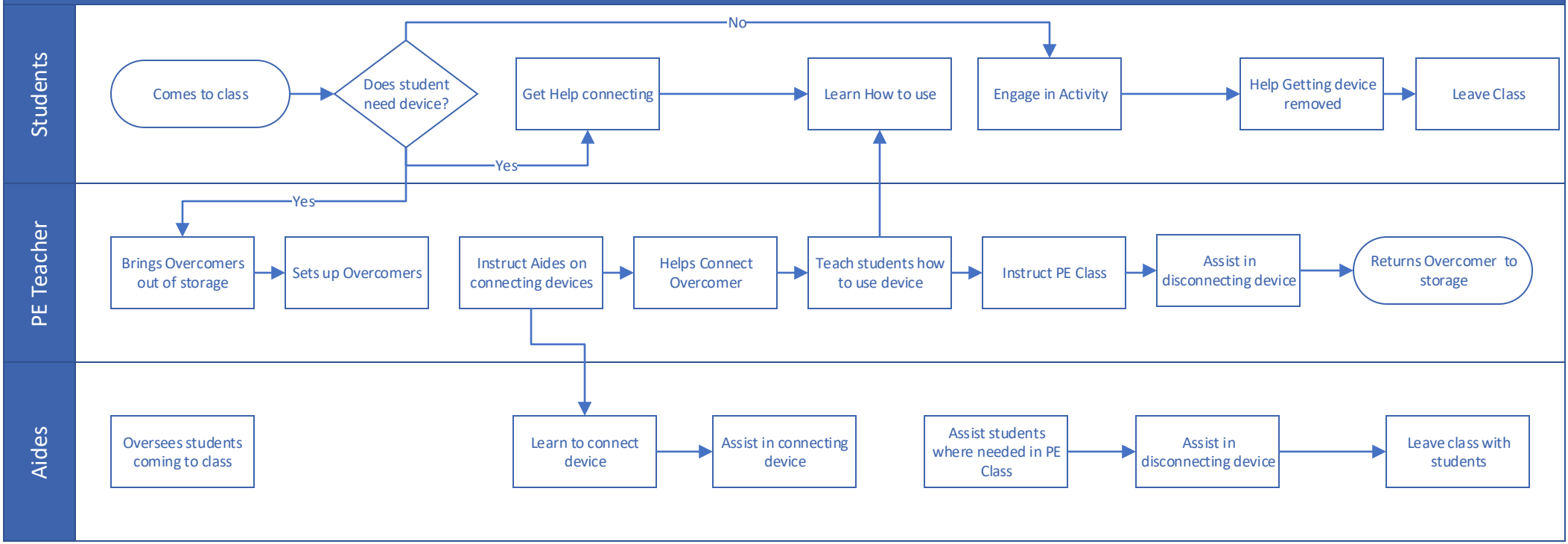
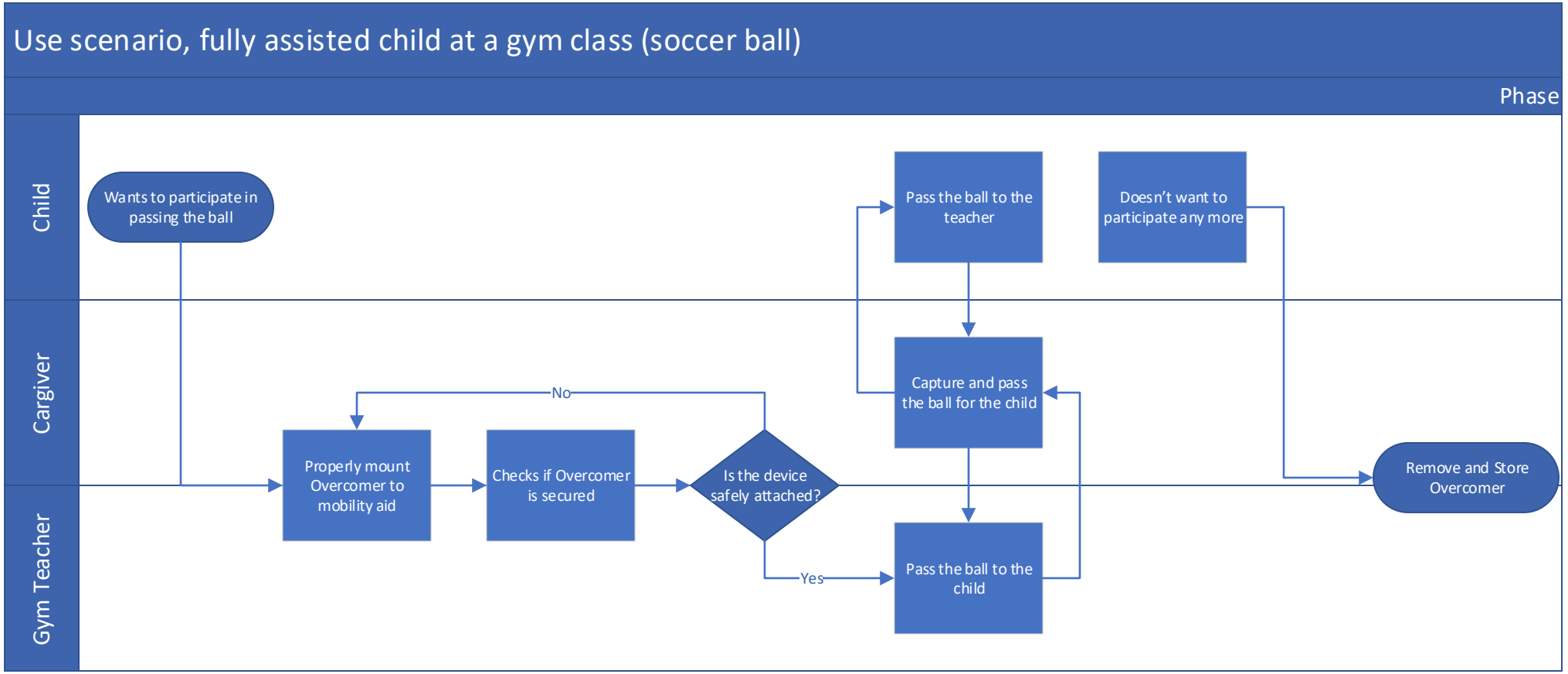
Use scenario: child #1 with limited mobility who uses a wheelchair is engaging in typical use with parent and another child with no physical limitations.

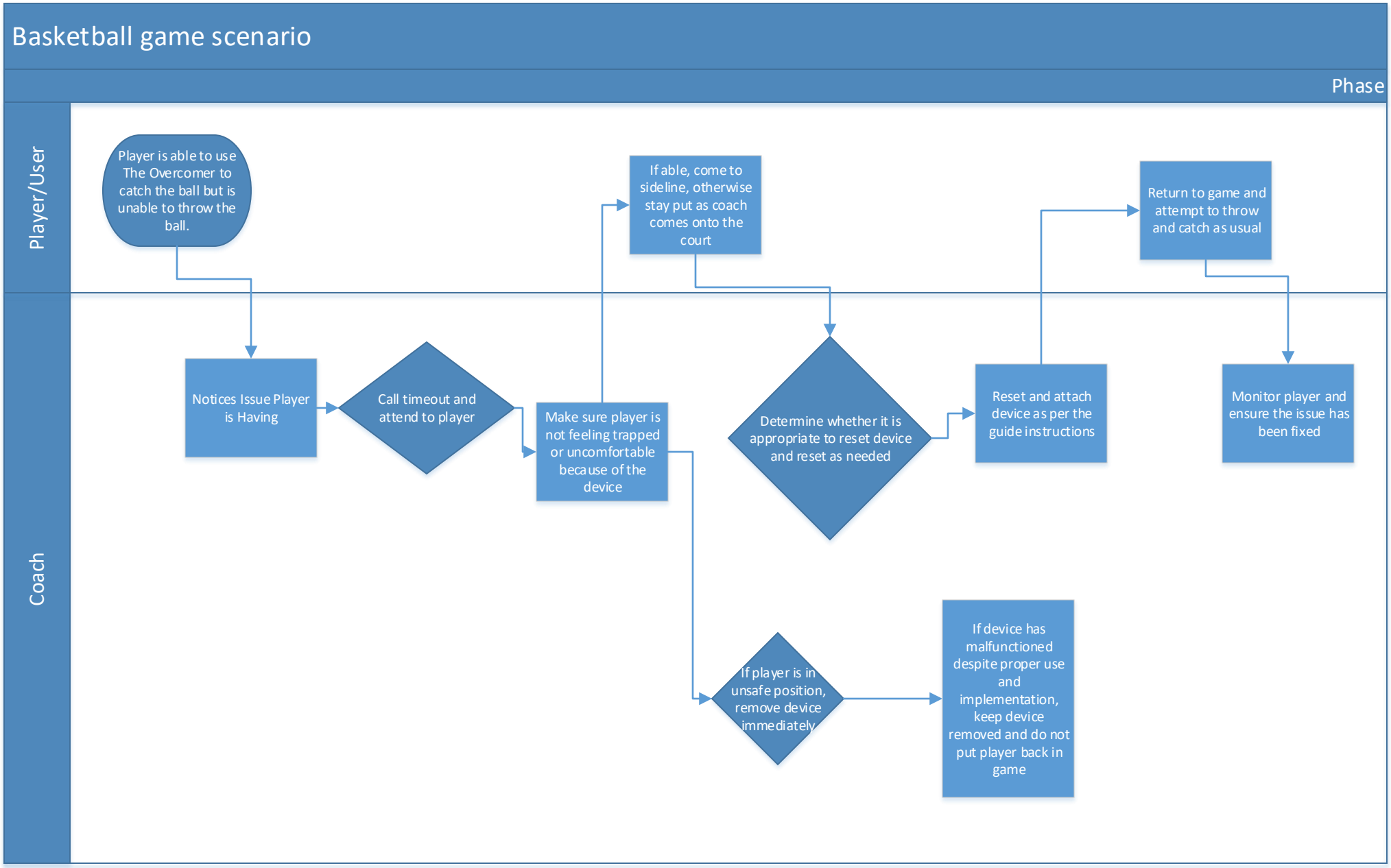
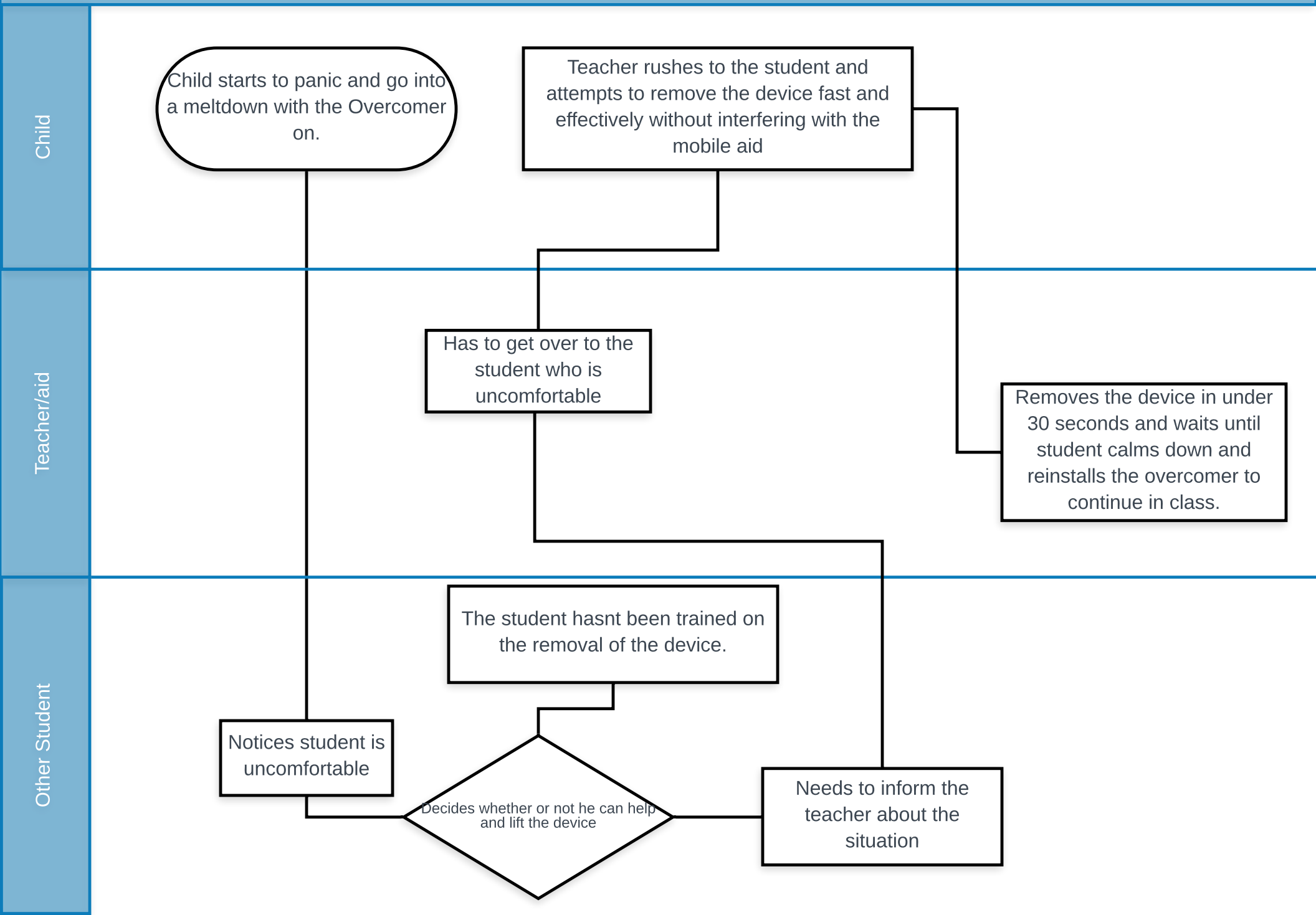


Use scenario: child #1 with limited mobility who uses a wheelchair is engaging in typical use with parent and another child with no physical limitations.

Phase




Use scenario, fully assisted child at a gym class (soccer ball)
Phase
Child
Cargiver
Gym Teacher
Wants to participate in passing the ball
Pass the ball to the teacher
Doesn't want to participate any more
Capture and pass the ball for the child
No
Properly mount Overcomer to mobility aid
Checks if Overcomer is secured
Is the device safely attached?
Yes
Pass the ball to the child
Remove and Store Overcomer


Basketball game scenario
Phase
Player/User
Coach
Player is able to use The Overcomer to catch the ball but is unable to throw the ball.
Notices Issue Player is Having
Call timeout and attend to player
Make sure player is not feeling trapped or uncomfortable because of the device
If able, come to sideline, otherwise stay put as coach comes onto the court
Determine whether it is appropriate to reset device and reset as needed
Reset and attach device as per the guide instructions
Return to game and attempt to throw and catch as usual
Monitor player and ensure the issue has been fixed
If player is in unsafe position, remove device immediately
If device has malfunctioned despite proper use and implementation, keep device removed and do not put player back in game

Scenario: A child is using the Overcomer and has a meltdown and needs to get out of the device fast.