

A1 - BLOCK 2

Training Toolkit



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TOPIC 5

THE ROLE OF SUPPORTS

DEFINITION OF SUPPORTS

ID-GAMING: DEVELOPMENT OF A TRAINING PROGRAM FOR THE IMPROVEMENT OF QUALITY OF LIFE OF PERSONS WITH INTELLECTUAL DISABILITIES THROUGH “SERIOUS GAMES”



A definition of support

Supports can be defined as **resources** and **strategies** that aim to **promote** the development, education, interests and personal well-being of a person and that **enhance** individual functioning’.



(Luckasson, R., and the AAMR)



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Supports are

persons



materials



or tools.



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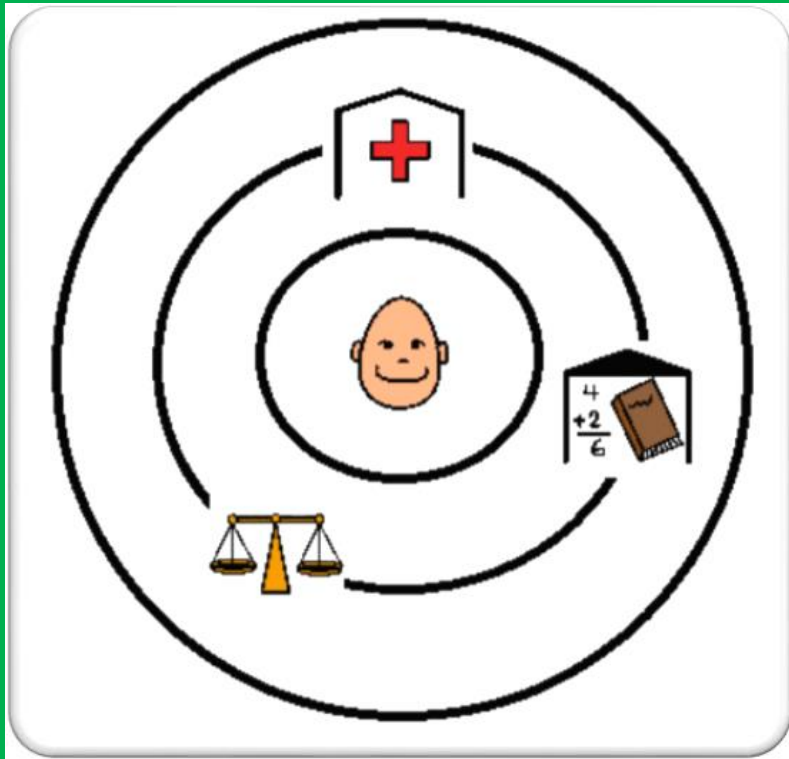


According to the American Association
on Intellectual and Developmental
Disabilities (AAIDD),
supports can be seen
as **a bridge** between
“**what is**” and “**what can be**”,
as a mean to improve human
functioning.



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So the supports have a **central role** for the improvement of the functioning and the Quality of Life of the person.

(Amor & Verdugo, 2017)



Supports can help to learn new informations and have new interests.

With supports our wellbeing will be improved.



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The supports approach

evaluates the specific needs of the person and then **suggests** strategies and services to optimize human functioning.

It recognizes that needs and circumstances will change over time so it is important to

periodically revise the strategies and services applied.



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The other deliverables of the ID GAMING project can be found on the project webpage <https://id-gaming-project.eu/>



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