PROTECT YOUR CHILD'S FUTURE !!!

TABLET HEARING TEST - PRO VERSION

A HEARING GAME TO CHECK THE CHILD'S HEARING.

A testing program that can be used unlimited times!

HEARING GAME with animal pictures and their natural voices (not artificial tones ignored by the Children), that is fun and appealing to the Children.

In this Game 3 natural sounds of:
COW - 500Hz, (center frequency)
ROOSTER - 1500Hz, "
BIRDS - 4000Hz, "

calibrated in sound intensity and frequency spectrum are delivered to the Child's Left or Right ear using the Insert Earphones.

Child should touch the correct animal picture displayed on the Tablet screen and the reaction time for every sound presentation is also measured until the Child will touch the screen.

The correct/incorrect responses and the reaction times are recorded in the Tablet's memory and /or SD Card if one is available for the future reference.

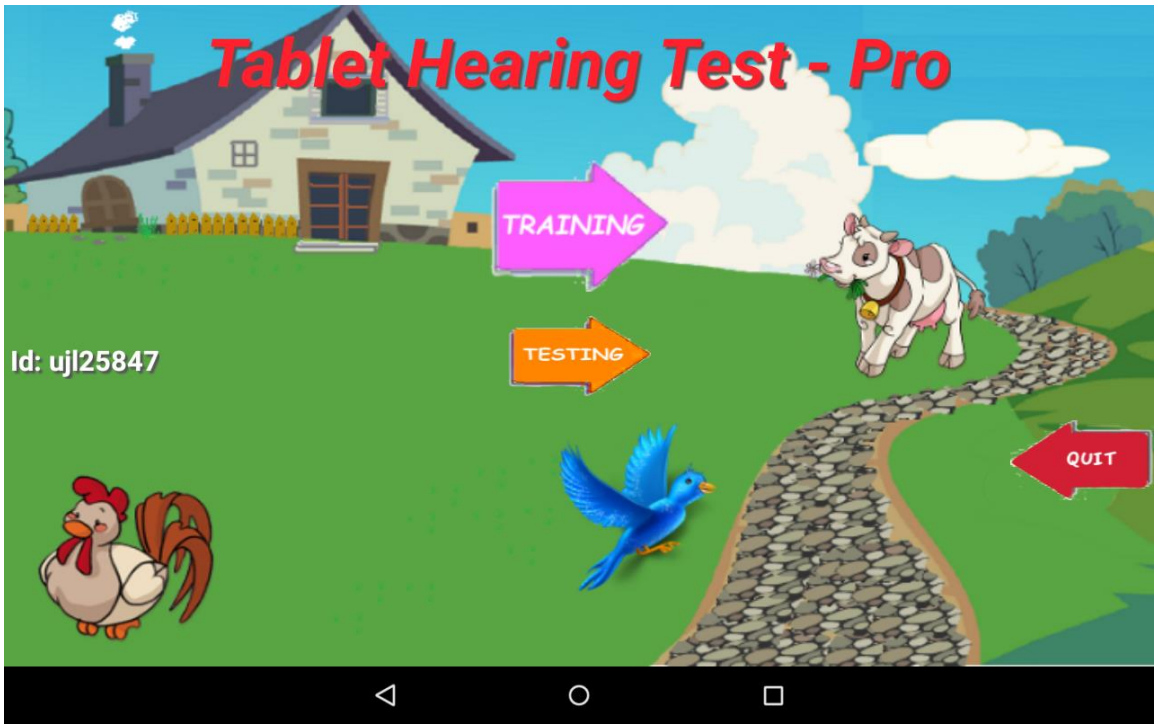
Note: You can also contact our IT department for potential integration of the results into your own database if that is something that you require.

Note: The aim of the Hearing Game is to identify areas of concern, not to diagnose in detail the cause of the problem.

Hearing Game Procedure.

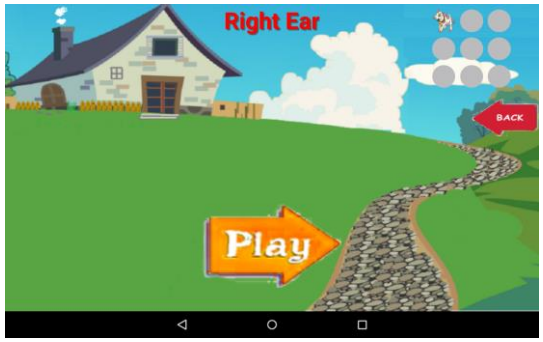
The first picture will allow to select **TRAINING, TESTING, QUIT** and to make record - on a separate paper – of the **Id number needed** later only if **TESTING** is selected**.**

Note: Before starting these 2 activities make sure that the Tablet battery is fully charged.



TRAINING.

After the L and R Earphones are placed into the Child ears (make sure in correct ears) then, when selecting TRAINING the child can listen through the earphones to the animal voices. The animal voices can be presented at different - usually higher levels than later during the TEST.
You can press Play to turn the animal voice "on" or the Child can do that. After that the child should touch the animal picture on the screen.
Each correct answer is rewarded by the extra sound and rotating picture of the animal touched on the screen, while for the incorrect answer a large red cross is displayed. The TRAINING results are presented at the top right corner of the Tablet screen – 1st row for cow, 2nd row for rooster and 3rd row for bird. Correct response is confirmed by a small picture of the animal and incorrect response by a small red cross. Each voice is presented 3 times in different order with the other voices.



After completing the test for the Left ear the program will stop and testing the Right ear can start by selecting NEXT. When the Right ear test is completed then the program automatically returns to the Left ear to repeat the same procedure.

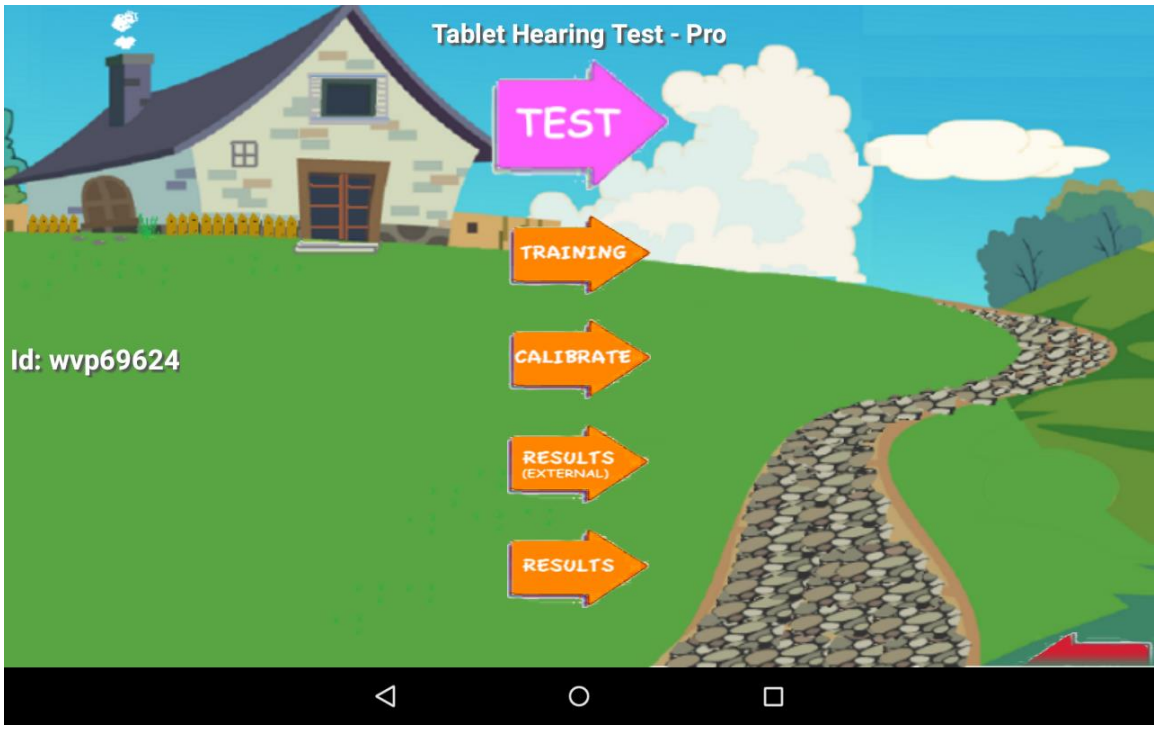
This training <u>is very important for the TESTING procedure</u>. **HEARING GAME** can be played by the Child many times without any limitation for the Child's pleasure to have a fun, but also to have effective training to make sure that the Child is familiar with the animal voices and pictures, what is very important for the accurate hearing test.

After successful training only animal pictures should be displayed without the red crosses. If after repeated many times training there are still one or more red crosses displayed, **<u>than the Child should be referred - without delay - to the Medical Centre.</u>**

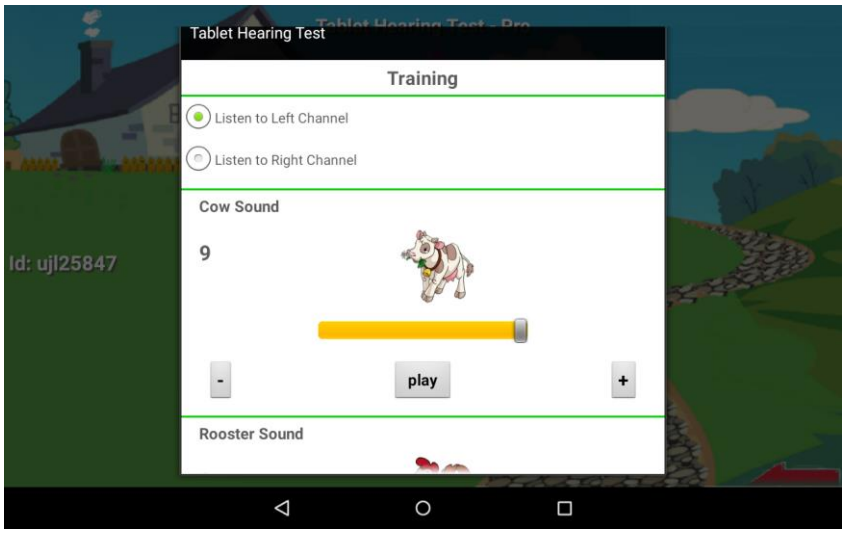
After successful TRAINING press BACK button and you can select TESTING

TESTING.

Note: Before you select TEST please note the last two digits of the Id number displayed at the left side of the screen (<u>never provide this number to the Child).</u> You will need this security number to continue the TESTING. Using this number is necessary to protect the testing program and it's results from the Child's interference.



<u>If the **TRAINING** and **TEST** are not performed on the same day, it is recommended (before doing the **TEST**) to review the Child's ability to hear properly and to recognize the animals' pictures. Select **TRAINING** from the above **Menu** and you can play animal voices at different sound intensity levels (especially at low intensities).</u>



On the top of this picture select the Left or Right channel (Left or Right earphone). The sound intensity can be selected by the slider or **+ –** signs located under the picture of each animal.
Every time you select **play** under the animal picture the sound is turned "on" and the **Child should tell the <u>correct</u> name of each animal in a <u>repetitive manner</u>. Repeat this procedure for each ear and each animal voice changing the sound intensity levels.**

If the Child can correctly recognize all voices for both ears and for all 3 animals, then it is possible to perform the real TEST.

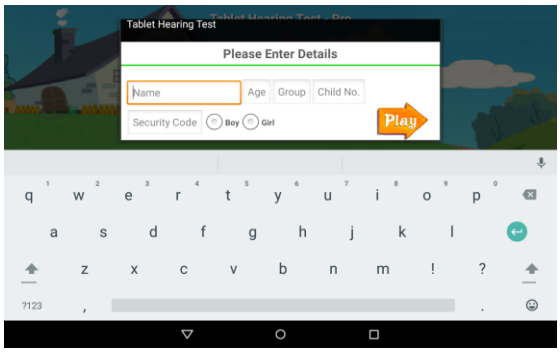
TEST.

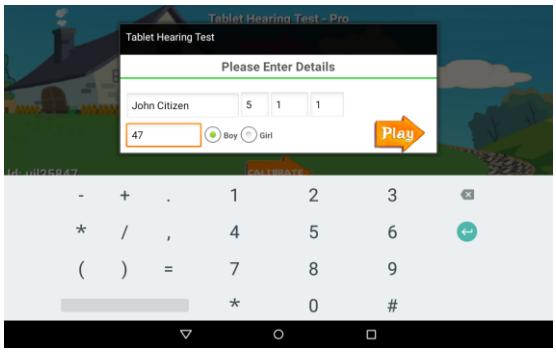
The testing voices are already calibrated in intensity, however if you need to change their level you can do this following the procedure described in **CALIBRATE** section.

To test the Child make sure that child <u>is free of cold, infection, wax build up etc.</u> You will need a <u>quiet room</u> without interference from other peoples, TV, Radio etc. Place the L and R Earphone into the correct ear.

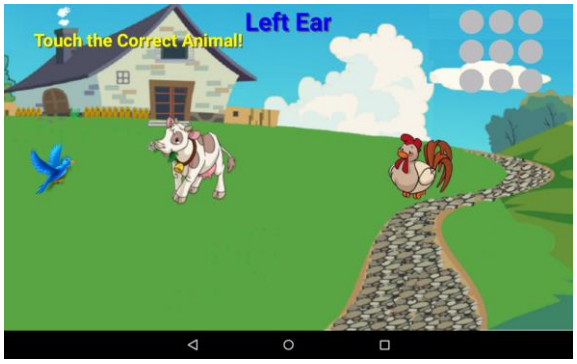
NOTE: If it is not possible to provide the quiet condition for the testing, then additional noise reducing headset may help by placing it over the Child's ears with insert earphones already fitted into the ear canals.

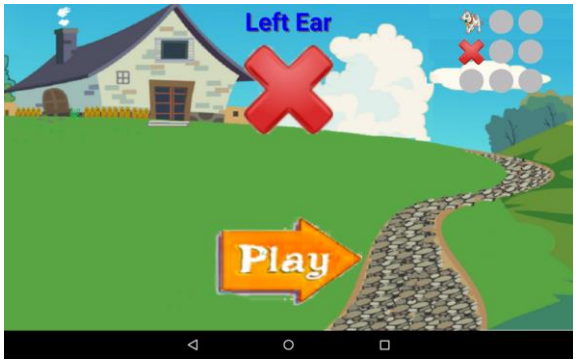
Select the **TEST** on the Tablet screen and provide all the data requested. Note that you can organize children into the groups (for future reference) and number them within the group starting from number 1 on your special list.





Ask the Child to touch the animal picture on the Tablet screen every time the sound is presented. To start the **TEST** press the button **PLAY** which will turn "on" the animal voice. The **TEST r**esults will be displayed in the top right corner – first for the Left Ear and later for the Right Ear. After completing this Hearing Game a new page will be automatically displayed showing the **TEST** results which can be saved and testing program may go back to the menu.





After completing the TEST for the Left and Right ear the new page will automatically display the TEST results.

Reports

User Id	ujl25847			
Test Date	Nov 23, 2017			
Child Name	John Citizen			
Age	5			
Gender	B			
Group Number	1			
Child Number	1			
Left Results:				
Cow / Low	**Pass Pass Pass**	14.151	0.611	0.921
Rooster / Mid	**Fail Pass Pass**	0.811	0.567	1.596
Bird / High	**Fail Pass Fail**	1.422	0.817	2.292
Right Results:				
Cow / Low	**Pass Fail Pass**	0.97	0.702	0.528
Rooster / Mid	**Pass Fail Pass**	0.429	0.58	0.887
Bird / High	**Pass Pass Fail**	0.921	0.591	0.603

Save & Back to Menu

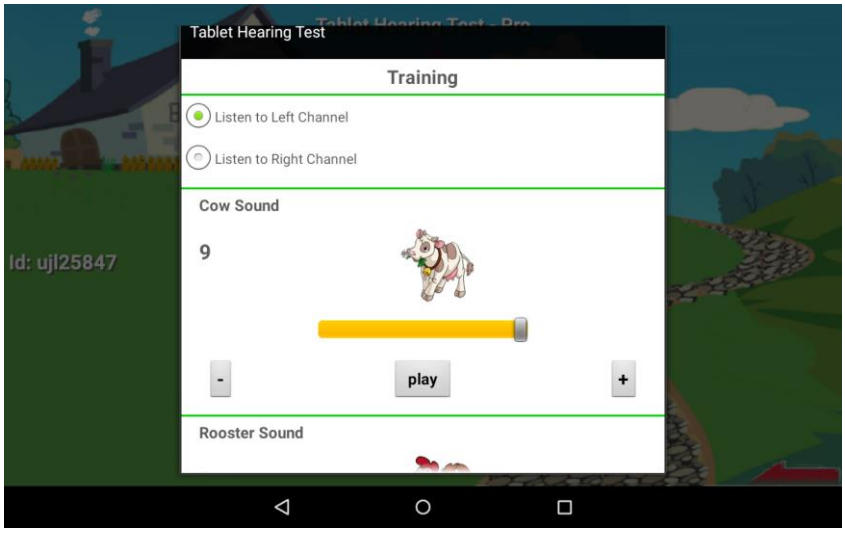
CALIBRATE.

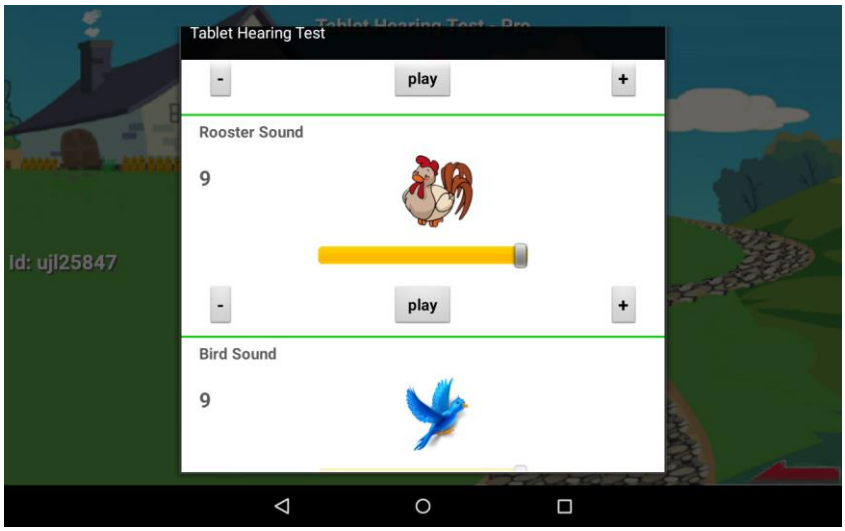
Changing or replacing damaged earphones will require to review and to correct the calibration. Calibration is based on the so called "biological calibration". It can be done

with a help of **child with proven normal hearing which is <u>free of cold, infection, wax build up etc.</u>**

You will need a quiet room without interference from other peoples, TV, Radio etc. Place the **L** and **R** Earphones into the correct ears. At the top of this page select the ear. Under the picture of each animal there is a sliding scale which can be move by your finger or you can use the" +" and "–" buttons to **find out the minimum sound intensity level necessary for this Child to tell the correct name of each animal in a <u>repetitive manner</u>. Repeat this procedure for each ear and each sound.**

After you finish make a separate notes - for your records - of the calibration numbers displayed at the left side of the sliding scale. Record these numbers for each animal voice and each ear.

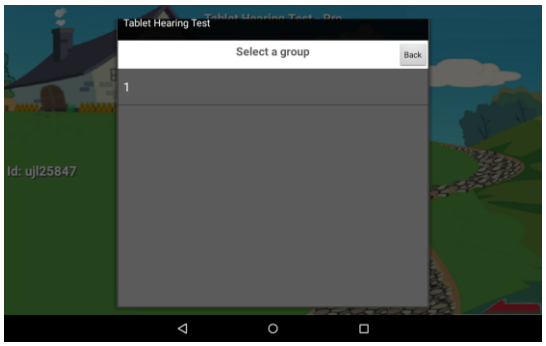


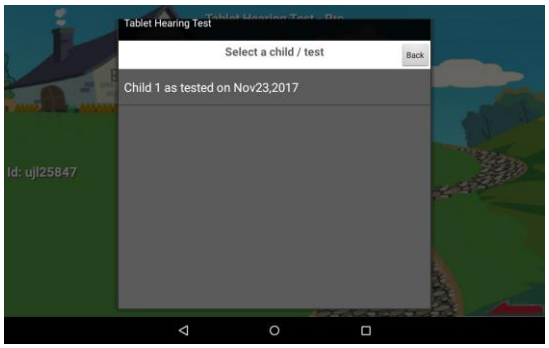


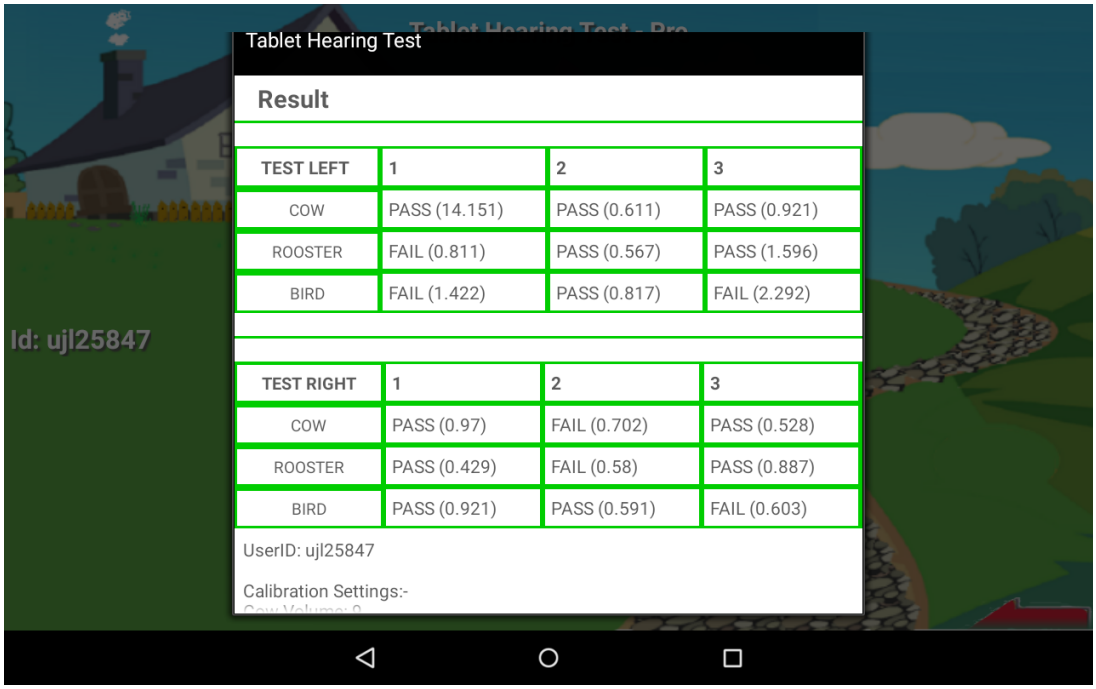
RESULTS (EXTERNAL) & RESULTS.

After completing the testing, the results are saved for that child on the Tablet. You can review the historical results at any time by clicking on Results. Select the correct group followed by the child's testing result you want to see.

Results (External) are results that are saved on an External SD Card - if one is used during the test and it may be installed on another tablet with Pro-version testing program to continue testing, viewing the results or to transfer results through the mobile phone network to a special Data Base.







TEST LEFT	1	2	3
COW	PASS (14.151)	PASS (0.611)	PASS (0.921)
ROOSTER	FAIL (0.811)	PASS (0.567)	PASS (1.596)
BIRD	FAIL (1.422)	PASS (0.817)	FAIL (2.292)

TEST RIGHT	1	2	3
COW	PASS (0.97)	FAIL (0.702)	PASS (0.528)
ROOSTER	PASS (0.429)	FAIL (0.58)	PASS (0.887)
BIRD	PASS (0.921)	PASS (0.591)	FAIL (0.603)

INTEGRATION OF DATA WITH YOUR DATABASE.

You can also contact our IT department for potential integration of results into your own database if that is something that you require, or if you need access to the results data in a different "raw text" manner. Please contact us at info@mobilemedico.com for more information.

ATTENTION & DISCLAIMER – PLEASE READ AND ACCEPT TO THESE BEFORE USING THIS PRODUCT.

ATTENTION: this program can be used only after reading and accepting DISCLAIMER conditions.

DISCLAIMER: evaluation of the hearing using the Tablet does not replace a professional hearing test, but the results can indicate whether or not it may be worth seeking early advice from a hearing care professional, what is extremely important to eliminate or to stop further development of the hearing loss.

Mobilemedico does not accept any responsibility for the misuse of or incorrect interpretation of the Hearing Game played with the Tablet, lack of Child's cooperation, poor hygienic conditions of the earphones resulting in possible ear infections and hearing loss, inaccurate placement of the noise attenuating headset over the ears fitted with the insert earphones, incorrect operating of the Tablet, it's poor technical conditions resulting in unstable voice output and/or loud clicks.

Mobilemedico does not accept any responsibility for any losses related to this program application and lack of the proper action of the testing person in case of finding the hearing loss.

Our contact email address: info@mobilemedico.com