

unfamiliar people 4) Using online resources such as games and visual simulations.

Expected Outcome

The expected outcome was hypothesized as appropriate communication within unknown and known social settings. The case was expected to problem solve, at least minor situations, if not major. An example would be attending, planning and hosting social events and helping around the house. The case was expected to effectively communicate in ADL to present her wants and needs. Besides, the case was also expected to be able to initiate and maintain conversations in her immediate surroundings with familiar as well as occasional unfamiliar people, such as hostess at a restaurant or calling for a taxi.

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Actual Outcome

Following the ICF protocol for four months and 50 sessions, the case was able to functionally communicate in her immediate