

#### **ONCE IS NOT ENOUGH!**

Children should have easy access to a hearing test during their early years and their time at school.





HEARING SCREENING CONDUCTED AT BIRTH

But hearing issues can develop at any time due to:

- Viruses
- Trauma
- Genetic disorders
- Ear infections + glue ear



# OVER 285 MILLION CHILDREN DISADVANTAGED BY HEARING LOSS



**Barrier to education** 



**Barrier to social integration** 



Depression and cognitive decline

## IF A CHILD STRUGGLES TO HEAR, THEY'LL ALSO STRUGGLE TO LEARN

## UNDIAGNOSED HEARING ISSUES

Academic disadvantage

Disengaged

Disruptive

Social Isolation

Incorrectly labelled (eg

ADHD or the naughty kid)

VS

## DIAGNOSED HEARING ISSUES

Academic progress

Engaged

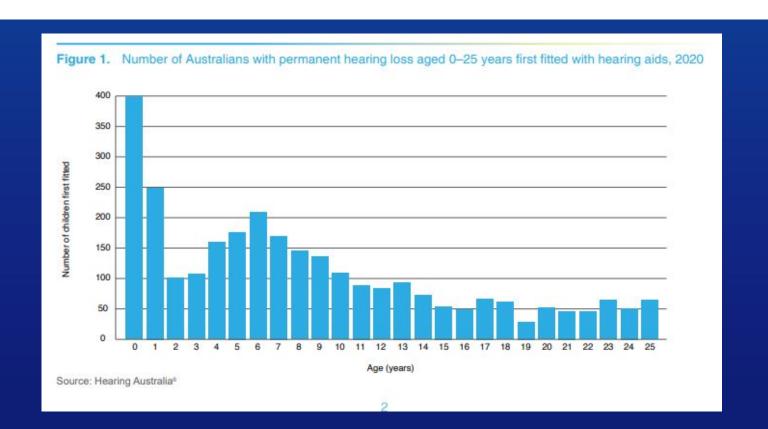
Focused

Social Inclusion

Understood and supported

An estimated 1 in 10 children start school with a hearing loss

#### THE STATISTICS PAINT THE PICTURE





team@soundscouts.com.au



## **USER FRIENDLY**

- Easy to set-up and supervise
- Fun to play (it's a mobile game)
- Accessible & accurate

CLINICIAN NOT REQUIRED

Sound Scouts – the hearing test that's there when you need it



## **BACKED BY SCIENCE**

- National Acoustic Laboratories
- Enables a hearing test in any quiet space

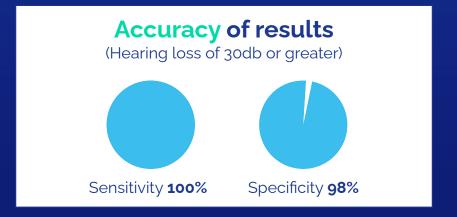


 Research published in International Journal of Audiology (IJA) 2018

### **VERIFIED BY CLINICAL TRIALS**



- Trials over 4+ years
- Parallel testing with audiologist on 1,000+ children
- Trial data evaluated by NAL 2014/15
- Approved by NAL for release



### **SOUND SCOUTS ADOPTION**

2000+ schools now using Sound Scouts

40+% of usage is in regional Australia

85,000+ student tests (+ 20,000 adult tests)

8.5% of 2021 tests conducted with Aboriginal & Torres Strait Islander children





It's an APP

Free of charge in Australia

Select a download option







Select a download option







www.soundscouts.com.au



#### **HEARING TEST DISGUISED AS A GAME**

#### Delivers:

- Child's attention
- Non-threatening
- Similar to Play Audiometry
- Data capture enabling analytics



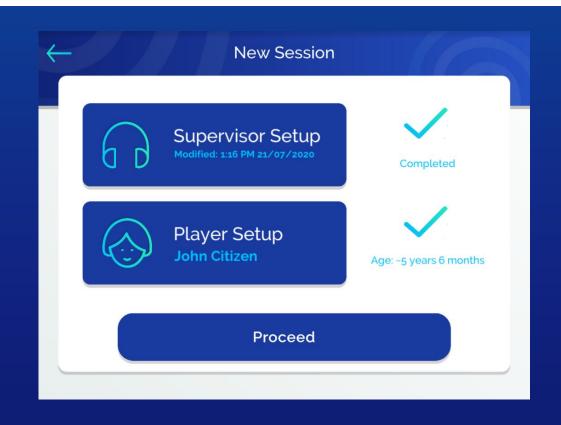
## **SETTING UP SOUND SCOUTS**

#### Supervisor Setup

- Only once per testing session
- Calibrates the app
- Supervisor must have normal hearing
- Lays down a track for comparison

#### Player Setup

- Can be done on app or via SSIMPL
- Minimal information required



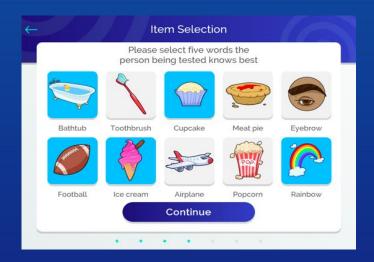
## **SOUND SCOUTS TEST ELEMENTS**

#### Age BASED test

1.Test of word recognition threshold in quiet

- used to set the level of rest of test
- comparison with threshold for adult also useful
- 2. Test of tone perception in noise (mid-frequency tone)
- 3.Test of speech recognition in spatially separated noise



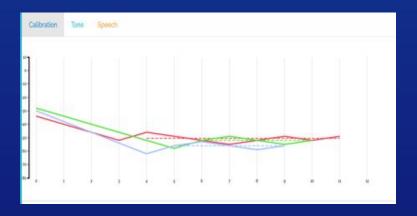


Blue line - adults result

Green line - child's 1 ear

Red line - child's 2 ear

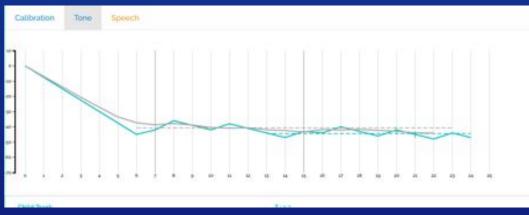
SPONDEE WORDS - supervising adult asks child to select 5 objects (child must identify each picture verbally with the matching written word) - opportunity to engage with child, assess language







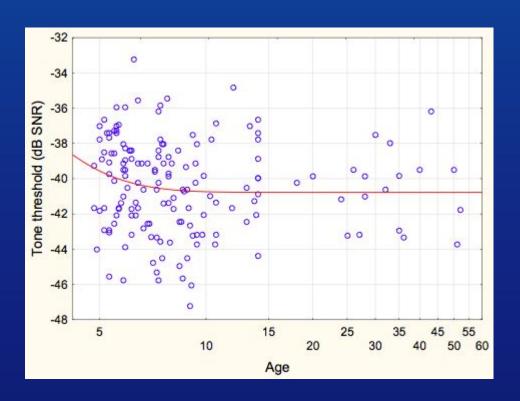
TONE result tracks along normal (grey line represent normal for age) Children listen for special sound and then tap the red button



TONE TEST (tritone target)

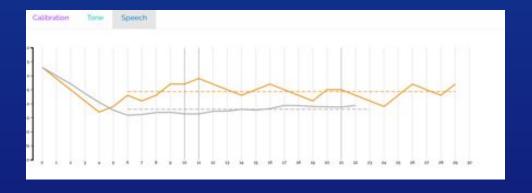
## Tone Test results

NB: tone results are less dependent on age





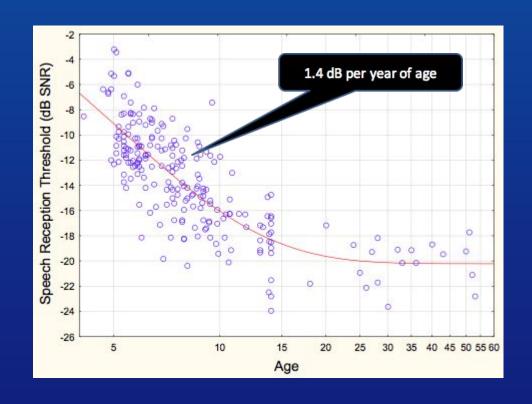
Grey line is age based average (lower is better) child's results outside normal range Players must focus on the target sounds and drag the matching objects into the screen Eg cheese sandwich



#### SPEECH IN NOISE

Normative data: 4 to 12 years Speech-in- noise

NB: our ability to hear in noise improves each year as our language develops



- Standard error of Calibration, Speech-in-noise and Tone-in-noise
- Number of false positives (taps) in the tone test
- Excessive linear trend during adaptive track
- Adult hearing poorer than child (checks adults hearing)

#### **RESULTS**

#### **PASS**

BORDERLINE – if a child has a borderline result they may have a mild hearing loss

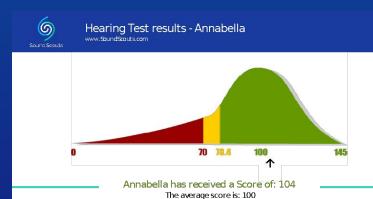
**FAIL** – with an indication of:

- Middle ear issue
- Inner ear issue
- Listening difficulties in noise (caused by a range of issues)

Always do a second test when receiving a FAIL / BORDERLINE result.

The Report will also indicate if it is bilateral or unilateral If the tone results are reliable/valid If the adult levels are acceptable (see first paragraph of the report)

#### **RESULTS**

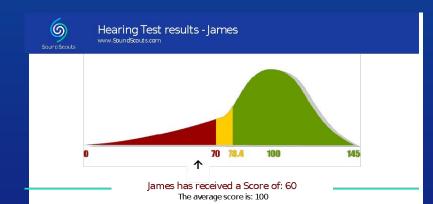


Annabella has passed Suurd Scouts Annabella's hearing is within the normal range on this test. However if you have serious concerns about her hearing, you should contact your doctor who can provide advice on hearing services in your area. Remember also that middle ear infections can come and go quickly, so temporary or intermittent hearing loss could occur in the future.

Sound Souths is not a replacement for a complete diagnostic hearing assessment carried out by a qualified clinician. It should not be taken as medical advice. Results from Sound Soutis may vary, depending on whether you are in a quiet or noisy environment and whether Annabella has understood the instructions and depending on Annabella's attention during the game. Sound Soutis must be carried out in a quiet environment.

Please note that fall' results are reviewed by a Sound Scouts expert and you may be contacted via email if any inconsistencies are identified.

Test conducted on: Monday, 1 July 2019 12:48 PM
The ID for this session is: 673F2842



James'results appear to be outside the normal range. The text results can be influenced by different factors. If the text was carried out in a quiet place, the headphones were confirmed to be in good working order and if the child paid attention during the text, then the result may be caused by a hearing issue.

A RETEST is REQUIRED (ideally within 7 days) to confirm the results. Please ensure you use decent quality ADULT headphones or earbuds (Apple earbuds are suitable with iOS devices) and test in a quiet space.

In this case the results indicate difficulty hearing in noise. This can be caused by poor attention at the time of testing, a longer term attention issue, an auditory processing disorder, a language disorder, or even just English being the child's second language. To ensure optimum attention the child should be well rested.

If the test was carried out as recommended and the child is proficient in English then it is possible that the child has a mild auditory processing disorder, poor attention, or a language disorder. If so, the child may have difficulty understanding speech when there are other sounds present.

ACTION: Make sure the child's teacher is aware of this potential difficulty as this may impact learning outcomes. You can contact your General Practitioner (GP) for additional assessment and advice.

You may also wish to contact your school learning support team or community health services. An audiologist can provide further hearing assessment, a speech pathologist can provide a language assessment and/or an educational psychologist can provide a cognitive assessment. There is a fee for private services.

Sound Souts is not a replacement for a complete diagnostic hearing assessment carried out by a qualified clinician. It should not be taken as medical advice. Results from Sound Souts may vary, depending on whether you are in a quiet or noisy environment and whether jameness are understood the instructions and depending on james's attention during the game. Sound Soutsmuss be carried out in a quiet environment.

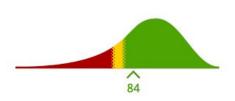
## **RESULTS**



#### **Activity Details**

The following graphs may provide further insights into the Players test results.

#### Ability to hear a mid-frequency tone (helicopter activity)



Emma Beach's score was within the normal ra

#### Ability to hear soft sounds in quiet (balloon and boat activity)



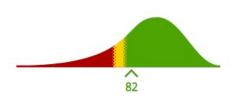


First Ear Score: 92 Second Ear Score: 99 Emma Beach's score was within the normal range for this activity.

A difference between the two ears may trigger a Borderline or Fail result.

#### Ability to hear and understand speech in noise (park activity)



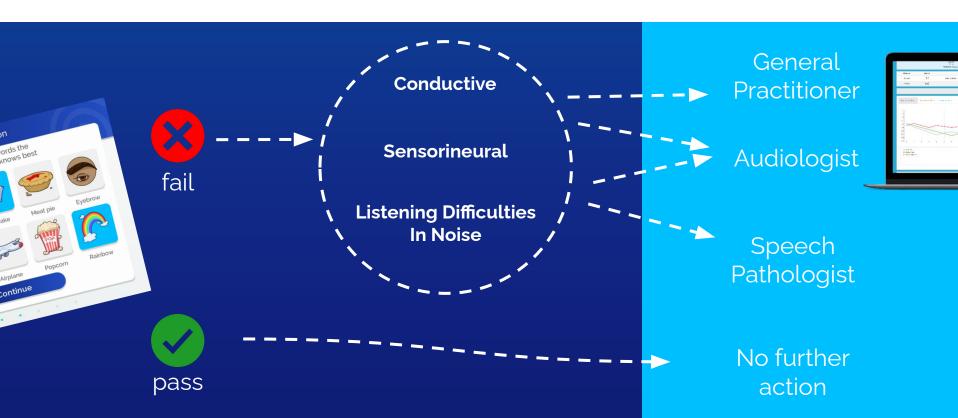


Emma Beach's score was within the normal range for this activity.









#### **SOUND SCOUTS – ACTS AS AN AWARENESS TOOL**

Prompts carers/teachers to consider hearing issues and discuss (such as reinforcing nose blowing practice)

Avenue to engage in discussions with parents

Opportunity to teach children <u>self-advocacy skills</u> le: asking for help, ask class buddy for help, speak up if they haven't heard.

### **School Resources PAGE on Sound Scouts Website**









#### Choosing the Right Headphones

Choosing the right headphones and using them in the correct way is an important part of ensuring a reliable result when screening with Sound Scouts.



Use good quality adult headphones.



Do not use gaming or surround sound headphones.



Do not use a splitter as this can reduce the sound levels heard by the person being tested.



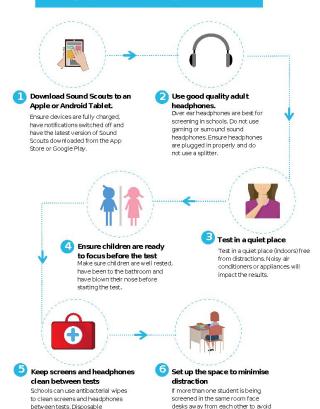
In the interests of hygiene do not use earbuds when screening in schools.

We recommend Sennheiser HD 300s (over ear headphones) for screening and offer these at a discount to schools using Sound Scouts.

Sennheiser HD 300- \$90 plus postage

Email team@soundscouts.com.au to place an order or find out more.

#### Setting up the Screening Environment





headphone protectors also help to

stop the spread of germs.

#### **Sound Scouts Product Matrix**





Create, track, and edit player and testing data across any internet-connected device

## Screening







Sound Scouts app



## **Diagnostics**

Tools to diagnose
Auditory Processing
Disorder (APD):
LiSN-S, LiSN-U, DDdT

### **Clinical Portal**

Designed for clinicians and speech pathologists to take a detailed review of individual test results









## Sound Scouts

Hear for your future.

**Lisa Teager** lisa@soundscouts.com.au 1300 424 122

soundscouts.com.au

