

CVI Characteristics – Observation Notes

<p>COLOR PREFERENCE:</p> <ul style="list-style-type: none"> - favorite/highly preferred colors - multiple colors on a visual target - need for bright/saturated colors to anchor visual attention 	
<p>NEED FOR MOVEMENT:</p> <ul style="list-style-type: none"> - movement at near - movement at far - movement for complex or novel 	
<p>VISUAL LATENCY:</p> <ul style="list-style-type: none"> - specific length of time - latency with novel or complex targets or environments - when tired, stressed, overstimulated 	
<p>VISUAL FIELD PREFERENCES:</p> <ul style="list-style-type: none"> - left - right <li style="padding-left: 20px;">- center - upper - lower 	
<p>VISUAL COMPLEXITY:</p> <ul style="list-style-type: none"> - array - target - sensory environment - faces 	
<p>NEED FOR LIGHT</p> <ul style="list-style-type: none"> - attraction to light, light gazing, “non-purposeful gaze” - light to illuminate targets - backlighting e.g. on a screen/tablet 	
<p>DISTANCE VIEWING:</p> <ul style="list-style-type: none"> - near: up to 18” - 2 to 3 feet - 4-6, 6-8, 10, 10-20’ 	
<p>ATYPICAL VISUAL REFLEXIVES</p> <ul style="list-style-type: none"> - blink to touch - blink to threat 	
<p>VISUAL NOVELTY:</p> <ul style="list-style-type: none"> - only able to view familiar objects - novel objects that share [specific] characteristics with familiar - need for warm-up time - difficulty with novel environments 	

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VISUALLY GUIDED REACH:	
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- Look-look away-reach
- Look-reach-look away
- Touch first, then look
- Specific examples