



WHO WE HELP

CanAssist helps clients of all ages who are dealing with physical, cognitive or mental health challenges – or a combination of these. In some cases, a client’s condition may have been acquired; in others it is congenital. In recent years, CanAssist has gained particular expertise assisting vulnerable seniors, including those with dementia, as well as people with brain or spinal cord injuries, and those whose barriers are related to mobility, communication, education or employment.



CONTACT

CLIENTS, FAMILY MEMBERS AND CARE PROVIDERS:

If you are interested in requesting a technology, please go to www.canassist.ca/request and fill out a request form. Our team will determine if we are able to help and, if so, how the project could be funded. If you require additional information, please contact us at 250-721-7300 or ClientRelations@canassist.ca.

ORGANIZATIONS:

If your organization is interested in collaborating with CanAssist, please contact 250-721-7300 or info@uvic.ca.



University of Victoria

CanAssist



Developing effective, customized technologies that increase independence and well-being



University of Victoria

www.canassist.ca

CANASSIST IS YOUR RESOURCE

Since 1999, CanAssist at the University of Victoria has developed customized technologies for people with a wide range of physical and cognitive disabilities. Our engineers, software developers and project coordinators work closely with clients, as well as their families and care teams, to increase the individual's independence, confidence and sense of inclusion through innovative yet practical solutions. We benefit enormously from being part of a vibrant campus and having access to UVic's exceptional educational and research resources.

TECHNOLOGY PROJECTS

CanAssist's mandate is to develop assistive technologies where no effective commercial solution exists. For some clients, the best solution will involve adapting a commercial device so it better meets their needs; others will require a one-of-a-kind device or software application. Ultimately, our goal is to help as many people as possible; so if a solution developed for one person has the potential to help many others with similar needs, we search for partners and funding to make it widely available.

HOW PROJECTS ARE FUNDED

CanAssist responds to requests for technologies from individuals, families, health providers and organizations. Typically, individual clients and their families are not charged for technologies; instead CanAssist seeks funding through donations, grants and service agreements with organizations.

OUR AREAS OF EXPERTISE

COMPUTERS, MOBILE DEVICES, SOFTWARE

Our team has extensive experience helping people stay connected and on schedule through extremely easy-to-use devices, interfaces and software applications.

TASKS OF DAILY LIVING

CanAssist helps clients master the tasks of daily life, whether these involve working safely in the kitchen or garden, controlling a phone or TV independently, or doing a load of laundry without assistance.



EDUCATION

We have developed several software and hardware technologies that help children and adults learn more effectively, or relearn following an injury.

MOBILITY

Our devices, modifications and accessories assist clients in moving safely and independently – whether they travel by wheelchair, walker, scooter, stroller or on foot.

SENIORS' SAFETY IN THE HOME

Thanks to funding from the BC Ministry of Health, we're creating several technologies to help larger numbers of vulnerable seniors remain living at home for as long as safely possible.

THERAPY AND EXERCISE

Our team works closely with OT, PTs and other professionals to develop therapy and exercise equipment customized to meet an individual's unique requirements.



EMPLOYMENT

We design technologies that assist people on the job – whether they're returning to work following an injury, already working, or hoping to flourish in a new position.

ARTS AND LEISURE

CanAssist enables participation in an unlimited range of activities, including baseball, video gaming, bowling, music, cycling, painting, photography, fishing and much more.

