

# FAQs

We have collected the top questions we get regarding Kids Hearing Game on this page. They are:

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## WHAT SHOULD I ENTER INTO THE MODE SCREEN FIELDS?

The Session ID and gender inputs are optional labeling tools that will display when the game/test is completed with the results. Entering the Age is important so the most suitable game will be automatically selected and most reliable results given. If Age is left blank, the gameplay will default to a version for age 20 and above. This data needs to be reentered when switching players.

## WHICH MODE SHOULD I USE?

Both Classic Mode and Quick Full span the full range of tones important for speech as recommended by the AAP American Academy of Pediatrics and ASHA American Speech-Language-Hearing Association. Higher pitches are added for preteens and older to screen for hearing loss due to noise exposure, again as recommended by AAP and ASHA. Quick Full shortens the overall gameplay time by skipping repeated tones when a clear hearing level has been demonstrated. The Quick Speech mode is intended primarily for quick screening for Speech Therapy sessions, and following hearing loss due to ear fluid. Due to limited tones tested, this does not meet recommendations for well-check or school hearing screening

## DO I NEED TO CONNECT TO WIFI?

A connection to WiFi will allow your device to refresh Kids Hearing Game and other programs. We understand that this is not always practical. Charging overnight in a location with a strong WiFi signal is an easy way to accomplish this. If daily WiFi is not available, set a weekly or monthly schedule to connect to WiFi and specifically check for updates, and download/email data.

## HOW DO I EMAIL RESULTS?

Follow these steps to send the results to yourself or Hearing.Games. Kids Hearing Game copies results to the device clipboard when they are being viewed. It is, therefore, a straightforward exercise to email them to yourself or Hearing.Games.

1. Open your email app
2. Compose and address a new email to yourself, hearing professional or Hearing.Games ( data@hearing.games)
3. When ready,'paste' the results into the email
4. Send the email

## HOW DO I REQUEST A DEVICE CALIBRATION?

We are committed to providing generic calibrations for tablet/headphone pairings on request. These generic calibrations are for specific pairings using available equipment that is assumed to meet manufacturer specifications. We guarantee our calibration method; we cannot ensure whether your equipment is meeting manufacturer specifications.

The best way to request a generic calibration is to email us with detailed data regarding the type of tablet and the type of headphone you are pairing. This can be a link to a web page with the headphone specification, e.g. the Koss UR20. Similar information should be provided for the phone or tablet. Device information is also listed within the Kids Hearing Game "About" page and includes the headset setting you have selected. A screenshot of the "System Information" contained in that dialog is all we need. To get a screenshot, you should start KHG navigate into one of the "modes" (Classic Mode, Quick Full, or Quick Speech). Touch the "hamburger" button (three stacked horizontal lines in the upper right of the screen). Subsequently, touch the About button. Scroll down to the point where System Information is shown and take a screenshot. Emailing the screenshot to us will ensure we calibrate the device you have.

#### **WHAT DO THE SYMBOLS MEAN IN RESULTS?**

There are two tables in the results screen. The first is filled with either P, P\* or F for each pitch for both left and right sides . Both P and P\* indicate a pass, with hearing at a minimal normal level. P indicates a level of 20dB or less, and P\* adjusts for normative data. This is only present in the 4, 5 and 6 year-olds. P\* is a qualified pass, where the lowest hearing level playing the game is at 25 dB. When these children go through full formal hearing tests, their hearing is normal, at or below 20dB. When a qualified pass P\* is recorded, it is advised to repeat the game in 1-2 weeks to check for similar results based on the developmental maturity of the child. If there are other signs of hearing loss or speech problems, formal hearing testing is recommended. F means the user failed and responded above 25 dB. If a subject gets all P and P\* then they have normal hearing. If not, it is advisable to try again, either right away or a few days later. If an F persists it is time to go see a doctor. The second table with numbers is for hearing professionals. These are thresholds ( lowest loudness heard) for each ear at every pitch. The < sign means that the threshold is somewhere below the number indicated. The > sign means that the threshold is greater than the number indicated. Should only display for < 20dB normal response, or > 50dB moderate loss or worse.