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**Title:** The use of technological support in communication disorders: how development of computer-based tools can refine the treatment of motor speech disorders  
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1. Enabling speech clinicians to structure linguistic materials in their treatment programs will facilitate the delivery of treatment based on current theoretical knowledge.

2. The frequency of various syllables in the Dutch language is exponentially distributed.

3. For the generation of monosyllabic speech treatment targets in Dutch, a syllabary derived from the canonical pronunciation of words can be seen as an appropriate material.

4. Interactive computer games for practicing speech timing skills can promote a positive experience of speech motor training and enhance motivation for practice.

5. Utilizing popular computer and video games for therapy purposes is likely to decrease the risk that gaming will be perceived as tedious, compared to custom-made games.

6. It is worthwhile to explore adaptive Altered Auditory Feedback (AAF) procedures, and devise methods to ‘tailor’ AAF procedures to the individual needs of people who stutter.

7. An audio cue provided during silent segments may assist some speakers who stutter to initiate speech fluently.

8. A dedicated framework is needed in order to promote a durable process of innovation in the field of communication disorders.

9. The role of technological support in the field of communication disorders is complementary, as speech therapists will always be central in the delivery of treatment.
10. Guard your roving thoughts with a jealous care, for speech is but the
dialer of thoughts, and every fool can plainly read in your words what is
the hour of your thoughts.