**Guide for Assessing Clients’ Experiences in Digital Environments (GACEDE)**

**A Note to the Assessor**

This assessment was created for the purpose of identifying client strengths and establishing a direction for work involving and relating to the positive use of internet and communication technologies (ICTs) and experiences in digital environments. It is a guide for the assessor, outlining potential areas for discussion, but it should be adapted to fit clients’ specific levels of technology use and navigated in the manner decided to be most comfortable by those participating in the assessment process.

This guide should be modified regularly to include appropriate examples of new ICTs as well as demonstrate the assessor’s literacy in current ICTs and digital environments.

**A Note to Clients**

With the growth of the internet, the World Wide Web, small mobile devices and many other digital technologies, the daily lives of many people now include frequent use of these technologies. For this reason, I would like to understand in what ways “technology” is and is not a part of your life, because understanding your day-to-day life and what’s important to you is helpful to me if we are going to work together.

I am technology and gamer-affirmative, that is, I assume that technologies, including games, can play a very helpful role in people’s lives, and I take the view that your relationship to technology is important, meaningful and often a place where your strengths, competencies and skills are revealed or can be developed.Therefore, I want to learn which technologies you use, how you feel about them, and what meaning they have for you. I’m also curious about your family’s attitude towards your use of technology.

The purpose of the following chart is to provide a snapshot of the technologies you use in order to help us identify the technologies that are important to you.

|  |  |  |
| --- | --- | --- |
| **Technologies** | **Which do you use? (Specify)** | **How often? (Circle one)** |
| 1. Social Networking Sites/Apps | (e.g. Facebook, Twitter, LinkedIn, WhatsApp, Google+) | Daily Weekly Monthly  Seldom Never |
| 2. Video Sharing Sites/Apps | (e.g., YouTube, Vine, Vimeo) | Daily Weekly Monthly  Seldom Never |
| 3. Photo Sharing Sites/Apps | (e.g., Instagram, Flickr, Imgur) | Daily Weekly Monthly  Seldom Never |
| 4. Writing: Blogs/Online Journal Posts | (e.g., Wordpress, Blogger, Tumbler) | Daily Weekly Monthly  Seldom Never |
| 5. Reading: News, Stories, Other Content | (e.g., Digg, Buzzfeed, Online Newpapers, Huffington Post, Wikipedia, WebMD) | Daily Weekly Monthly  Seldom Never |
| 6. Forums/Online communities | (e.g., Fan Fiction, Reddit, Facebook Groups, Google+ Communities) | Daily Weekly Monthly  Seldom Never |
| 7. Video games and online games (e.g. role playing, first-person shooter, arcade style ) | (e.g., Minecraft, Call of Duty, World of Warcraft, Word Games, Facebook games) | Daily Weekly Monthly  Seldom Never |
| 8. Audio (music, podcasts, radio) | (e.g., Spotify, Pandora, Soundcloud) | Daily Weekly Monthly  Seldom Never |
| 9. Messaging | (e.g., Text messages, Snapchat, Whatsapp, GroupMe) | Daily Weekly Monthly  Seldom Never |
| 10. Email | (e.g. Gmail, Yahoo, AOL) | Daily Weekly Monthly  Seldom Never |
| 11. Video Chat/Web Conferencing | (e.g., Skype, Face Time, | Daily Weekly Monthly  Seldom Never |
| 12. Dating sites | (e.g. Match.com, eHarmony, Plenty of Fish) | Daily Weekly Monthly  Seldom Never |
| 13. TV | (e.g., Hulu) | Daily Weekly Monthly  Seldom Never |
| 14. Other | (e.g., other mobile apps, anything we’ve left out) | Daily Weekly Monthly  Seldom Never |

The next set of questions asks about your experiences using these technologies in order to help us think about the relationships you have with them as well as the role they play in your relationships.

1. What memorable experiences (positive or negative) have you had with technology?
2. Who do you interact with using technology?
3. What kind of positive feedback do you get about what you do with technology?
4. What kind of negative feedback do you get about what you do with technology?
5. Some people prefer to use certain technologies over others.
   1. What is it about your preferred technologies that keeps you coming back?
   2. What keeps you from using your preferred technologies more?
6. Describe an accomplishment you have had or a time that your preferred technologies helped you with something.
   1. What about that experience is valuable to you?
   2. How is it that you were able to achieve that?
7. What goals, if any, do you have for yourself with regard to your preferred technologies?
   1. Have you achieved similar goals in the past?
   2. How is it that you were able to achieve those goals?
8. What would you like to share more with others or help them understand about the things you do with technology?
9. Every new technology brings new opportunities and new challenges to our lives.
   1. What new opportunities have come into your life as a result of these technologies?
   2. What new challenges have you found coming up due to these technologies?
   3. What have you learned as a result of those challenges?
10. What skills have you developed by playing video games or using technology that you would like to learn how to apply in other areas of your life?
11. What are your favorite avatars/characters that you’ve created for online or gaming environments? What is it that appeals to you about them?
12. How/When do you use privacy settings on social sharing sites?
13. Have you ever “googled” yourself? What did you find?
14. Have you ever arranged to meet someone “face-to-face” that you first met online? If so, how did that go?
15. What have been your most difficult experiences with technologies?
16. What kinds of technologies have you used with other counselors or doctors?
17. What else would you like me to know about your experiences with technology?

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