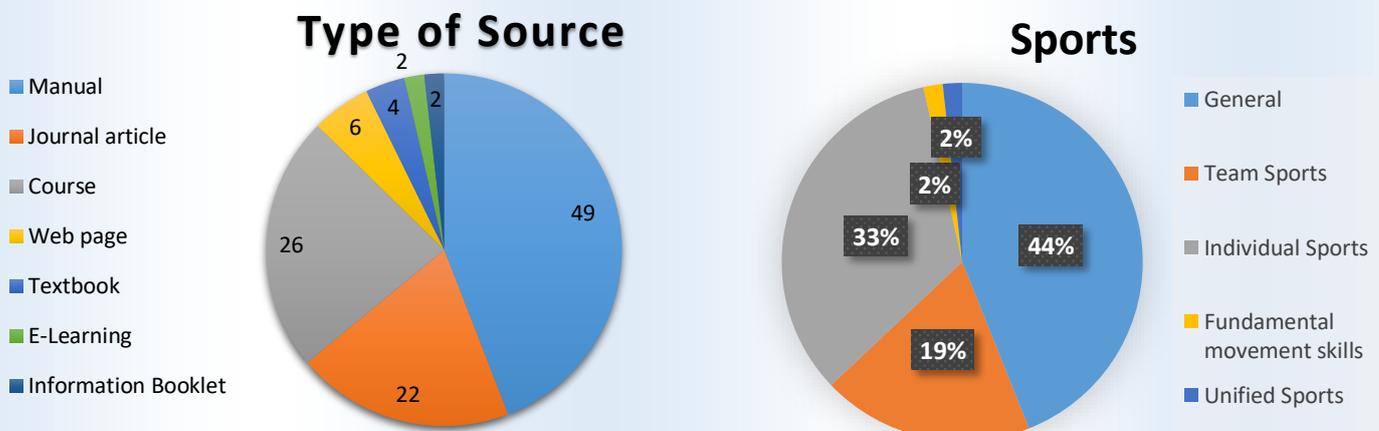


## Brief Overview of Resource Database

This document aims to briefly highlight the inclusion criteria requirements for resources to be contained within the RAID (Resources for Athletes with Intellectual Disabilities) database, along with presenting graphical information regarding the proportion of resources according to 'Resource Type', 'Sport', 'Country' and 'Language'. Currently there are 116 resources contained in the database.

### Inclusion Criteria

A resource was included in the database if it was believed that it could benefit those involved in coaching athletes with ID or autism. Resources were excluded from the database if they did not refer to coaching, or did not provide guidance/tips/advice on coaching sports to athletes with ID/autism, or did not mention a specific intervention (in the case of the majority of journal articles), or were not relevant to sport or physical activity.



### Sports

In terms of the overall structure of the database, 51 resources did not refer to a specific sport, but rather could be used generally across sports and other types of physical activity. 22 resources referred to team sports such as football or basketball, 39 referred to individual sports such as athletics, swimming and cycling, with 2 referring to Unified Sports and another 2 referring specifically to Fundamental Movement Skills (FMS).

### Nations

The resources in the database are primarily available in English (95) with the remaining available in Flemish (8), Spanish (6), Polish (3), Dutch (2), German (1), and Polish/English (1). Finally the regions (established according to the International Paralympic Committee regions) each resource originated from were as follows: 40 International, 54 European, 17 Americas and 5 Oceania. For journal articles, the country and region were determined by the location and population that the study took place in. International resources were those that were not specific to any region such as the Special Olympic sport coaching guides.

### Language

