

# CSNA 2026 Town Hall Questions

## Part 1

First, let's talk about your experience with VR services.

1. Please describe your experiences with the VR agency and staff.
2. How knowledgeable are VR staff about local jobs, or labor market information (such as career pathways, in-demand skills, and high-growth industries in your area)?
3. How knowledgeable are VR staff about social service benefits and work incentives (such as SSI/SSDI, Ticket to Work, and Medicaid waivers)?

## Part 2

Now, let's talk about VR service needs for people with disabilities.

4. The VR program serves individuals with diverse disabilities, including deaf and hard of hearing, blind and visually impaired, neurodevelopmental disabilities, physical mobility difficulties or neurological impairments, and psychological disabilities or mental health disorders.

What are the employment-related needs of people with disabilities, and how can the VR program better meet these needs?

5. The VR program offers a wide range of services, including academic and occupational or vocational training, disability and independent living skills training, employment services, and pre-employment transition services (Pre-ETS) for students.

What services are meeting the needs of people with disabilities, and how can the VR program improve these services?

## Part 3

Next, let's talk about providers of VR services.

6. Please describe your experiences working with VR service providers. What has been your experience with the availability, quality, and variety of providers in your area?

7. How can the VR program improve the way that it recruits, trains, and supports service providers to deliver high-quality services?

## **Part 4**

The VR program also collaborates with businesses to employ VR customers.

8. How can the VR program improve the way that it engages and works with employers to create more quality employment opportunities for customers?

## **Part 5**

Lastly, let's discuss possible gaps and remaining challenges in VR services.

9. What Texans are missing out on VR services? What unmet needs do they have?

Thank you for your insights!