



# Reiss Profile of Human Needs<sup>TM</sup> (Intellectual Disabilities Version)

- Encourages caregivers to focus on what makes individual a unique person
- Results suggest lifestyles and activities that lead to happiness/quality of life
- Results suggest stimulus triggers for challenging behavior/ dual diagnosis
- Tool minimizes bias in person centered and self determination assessment
- Results focuses attention on the “whole person,” not specific maladaptive behaviors

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## How to Read the RMP™ ID

Acceptance	-0.40	Yellow represents average need. Bill, for example, has an average need for acceptance, which means he handles criticism about as well as most people with ID.
Anxiety	-1.20	
Attention-Seeking	0.80	Green represents an above-average need. Bill for example, has an above-average need for order, which means he is at his best with a constant day-to-day schedule. Bill may react poorly to changes in schedule or environment.
Competence	0.20	
Curiosity	-0.40	
Eating	0.20	
Helps Others	-0.90	
Order	1.10	
Physical Activity	0.40	
Romance	-0.30	
Social Contact	-0.90	
Vengeance	-1.10	Red represents a below-average need. Bill, for example, has a below-average need for vengeance, which means he is a gentle person motivated to avoid conflict and make peace.

Internet-scoring includes plain language interpretation of results. These results suggest Bill needs adventure, privacy, and routine.