

Division of Vocational Rehabilitation (DVR) Program Highlights State Fiscal Year 2024

Mission of DVR – To assist individuals with disabilities to obtain and maintain employment

Vocational Rehabilitation (VR) Highlights

- 1,947 individuals with disabilities received services
- 96% of individuals receiving services experienced significant disabilities with multiple barriers to employment
- 905 individuals applied for VR services
- 1,329 individuals received information and referral services
- \$3,385,266 was spent on services to individuals in the VR program
- 320 individuals exited the VR program employed
 - **\$19.98** was the average hourly wage
 - o 260 individuals were employed in the private sector
 - o 53 individuals were employed in Federal, State, or Local Government
 - 7 individuals were self-employed
- 50 students with disabilities received services from the VR program
- \$113,732 was spent on Pre-Employment Transition Services from the VR program

Potentially Eligible (PE) Students with a Disability Highlights

- **1,399** students with disabilities received services from the PE transition program
- 85 Alaskan cities hosted PE programs and 80% of them were held in rural Alaska
- \$1,599,051 was spent on Pre-Employment Transition Services from the PE program

DVR Participants at a Glance

Race (Participants may choose more than one race)

- 64% Caucasian
- 22% Alaska Native
- 9% Black or African American
- 4% Asian
- 1% Hawaiian Native or Other Pacific Islander

Occupation Breakdown

- 36% Office and Administrative Support
- 11% Production/Construction/Operating, Maintenance & Material Handling
- 9% Building and Grounds Cleaning and Maintenance
- 7% Community and Social Service Occupations
- 6% Healthcare Support Occupations
- 5% Sales and Related Occupations
- 26% All Other Occupations

Disability Types (% includes all disabilities per participant)

- 35% Cognitive
- 35% Psychosocial
- 22% Physical and Orthopedic
- 4% Deafness/Hearing Loss
- 2% Blindness/Visual Impairment
- 2% Communication Impairment