TEAM AAA

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Problem Space and Target User Audience

Our goal is to make video games more accessible and inclusive for the physically-disabled that cannot use traditional user input devices such as joystick or mouse and keyboard.

Our problem space is designing input devices for users with impaired hand movement so they can play games without experiencing pain or inconvenience. These should be simple to use and easy to learn such that, based on intuition and their natural movements, they can understand how to use it on any game. Ideally, it can be customized for anyone and is backward compatible on existing game consoles. Thus, anyone with no disabilities can use it and gamers can use this as their default controller with their preferred configurations on various game consoles.

User Research

We plan on looking into scientific articles and journals about motor control impairments and work done by other research groups on design of input device that address these. We will use this as a basis to narrow down the target user audience and input device design. We plan on using random sampling on the target user audience that live within Toronto by using surveys or interviews. We aim to find out what aspect of the existing controls that inconveniences them and prevents them from enjoying the game. Then, we could map out realistic needs of our users, and think of creative ways of re-inventing traditional gaming controls to address their concerns and solve these issues. These all will be done iteratively and feedback is collected from the target user audience at the end of every iteration.