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 target user audience are users with impaired hand movement, and our problem space is to design input devices so that they can play games without experiencing pain or inconvenience. These input devices should be simple to use and easy to learn such that, based on intuition and natural movements, they will have no difficulty understanding how to use it. Ideally, it should be backward compatible on existing game consoles, and anyone with no disabilities can use it.

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 random sampling the target user audience that live within Toronto, and conduct surveys or interviews. We aim to find out which aspect of the existing input devices 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 input devices and control schemes to address their concerns and solve these issues. These will be done iteratively and feedback will be collected at the end of each iteration.