

THE ADAPTIVE GAMING PROCESS

Make the video game and gaming gear adapt to YOU.

Work with a GAME Checkpoint Champion to trial accessible gaming technologies.



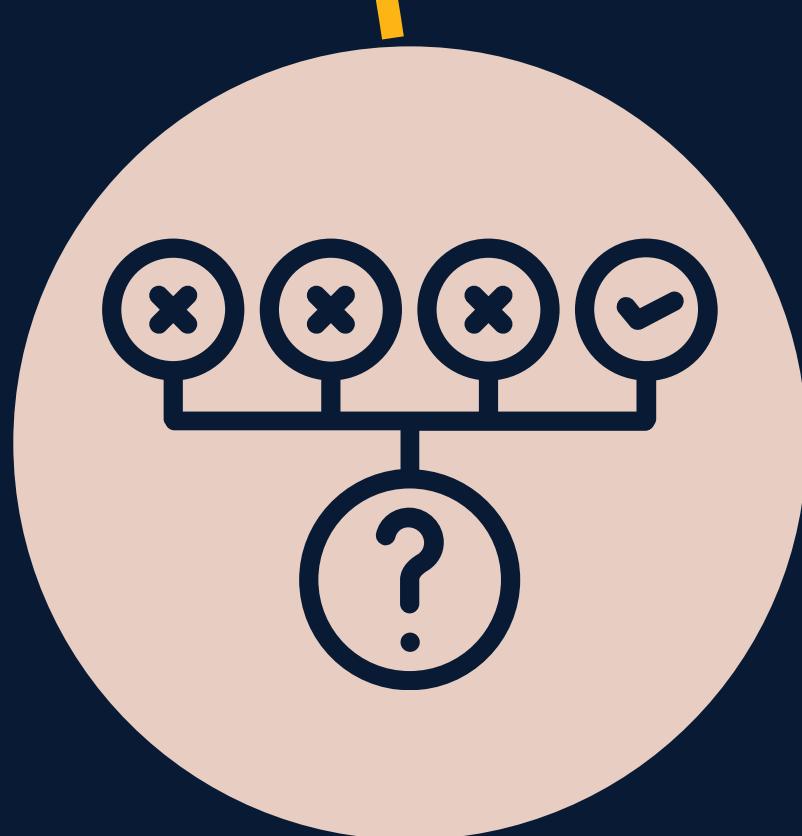
1. Interested in Gaming?

Want to learn how assistive technology can be utilized for your gaming?



2. Meet

Work alongside a GAME Checkpoint Champion to determine your gaming goals and discover potential solutions.



3. Trial

Test out a variety of gaming assistive technologies to find what works best for you.



4. Play

Get into the game and play the way that works for you!

5. Continued Gaming

Receive a list of gaming devices used from your clinician and contact the Neil Squire's Makers Making Change program to get your own devices.

6 BENEFITS OF ADAPTIVE GAMING

**Ever wondered how playing video games
can improve your life?**

- 1** Prevent social isolation and interact with other gamers, in person or virtually.
- 2** Gamify the rehabilitation experience and improve dexterity skills.
- 3** Improve quality of life through social connections.
- 4** Be part of a larger community of other disabled gamers.
- 5** Promote the use of assistive technology that can be used for other tasks.
- 6** Fun and recreation! Access to digital art and the joys of gaming.



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Makers Making
Change
A Neil Squire Program

WHAT IS AVAILABLE?

1

Switches and Joysticks

Controller buttons and thumbsticks can be mapped out to external assistive switches and joysticks of various sizes.



2

Alternative Inputs

Mouth-operated sip and puff joysticks like the LipSync and the Quadstick.



3

Controller Modifications

3D printed attachments to press the trigger buttons more easily or to game with one hand.



4

In-Game Accessibility Options

Change console and in-game settings like visual contrast, co-pilot mode, button mapping, and more.



5

Mounting

Solutions to mount assistive switches and joysticks to a wheelchair, table, or bed.



THE GAMING JOURNEY

Finding the right adaptive setup takes time. Trial and error is key, and GAME Checkpoint Champions can help you find the perfect gaming setup.

Read the story below of a gamer who, after an injury, could no longer use a standard controller.

Gaming Goals

Get back into gaming with their kids and with friends who do not live in the same city anymore.

Find an alternate controller solution as they have hand fatigue after 5-10 minutes of gaming and are unable to press the back buttons on an Xbox controller.



Devices Trialed

Trialed a variety of joysticks and switches mounted in various positions to reduce fatigue.



Trialed some of their favourite games to ensure control mappings and custom game settings can be set up.



Outcome

After the gamer was discharged from the hospital, they contacted the Makers Making Change program to get their own devices. Now, they're able to play at home for 1.5+ hours at a time with their family and friends.

Xbox Adaptive Controller

Mounting Pad

Left Joystick
(Spruce Joystick with goalpost topper)

Right Joystick
(Oak Joystick with ball topper)

Assistive Switches
(L-R: Light Touch Switch, Low Profile Switch, Interact Switch)



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GAME CHECKPOINTS

GAME Checkpoints (*Gaming Accessibility Made for Everyone*) supports clinical centers, community centres, and game developers to establish adaptive gaming centres across Canada.

More Canadians with disabilities than ever before have the opportunity to trial and acquire adaptive gaming gear.



See the list of GAME Checkpoints in Canada:
makersmakingchange.com/gaming



Neil Squire's Makers Making Change program is dedicated to helping Canadians get low-cost assistive technology, including gaming gear, aids for daily living, adapted toys, keyguards and more.



MakersMakingChange.com