# Introduction

These series of questions are intended to be answered by the gamer prior to a gaming session. This document will aid in collecting relevant information to help the GAME Checkpoint lead prepare for the gamer to trial the devices. This document is not mandatory and was created to help the GAME Checkpoints structure their gaming sessions.

# Gamer Questions

**Does the user currently play video games?**

(Yes/No)

**Insight:** If yes, they have a base knowledge of the games and the content, we can address barriers or difficulties.

If no, get more insight from the next question.

**Has the user played video games in the past?**

(Yes/No)

**Insight:** If yes, but they don’t anymore (above) why not? What barriers do they face? This also tells us they have a base knowledge of gaming and the content.

If no, there may have to be more focus on content.

**What type of gaming platforms has the user used?**

(PC/Xbox Series S|X/Xbox One/PlayStation 4/PlayStation 5/Nintendo Switch/Nintendo Wii/Other)

**What type of gaming platform does the user use most often or is most interested in?**

(PC/Xbox/PlayStation/Nintendo Switch/Nintendo Wii/Other)

**Insight:** Try to use the system that the user already knows or is most interested in if possible. If not, complete the gaming session on the platform you have available and provide them with the information for crossover options. (Say you only have an Xbox, but they play PlayStation, use an Xbox for the session but tell them which crossover option would allow them to use that setup on PlayStation) Crossover options and adapters are expanded on in the reference guide in Booklet 2.

**What types of games do you play / are interested in?** (Racing/Fighting/Strategy/Exploration/Sports/Shooting/Children/Other)

**Insight:** Most games can be loosely categorized into the above types, so if you don’t have the exact game they play, you can try another in that category since most games in the same category will be played similarly. For example, see the below generalization of each type, which is expanded on more in the reference guide:

* **Action/Adventure**
  + Often defined by story and combat. Following a character through a story.
  + Varied pace, moderate to high number of inputs. <is fine control/precision needed?>
  + **Examples:** Shadow of the Tomb Raider, Spiderman, Assassins Creed, Far Cry
* **Shooter / Battle Royale**
  + Frequently played online with others or follows a story. Gamer often plays through first person view with a type of weapon.
  + Fast paced, high number of inputs, high precision/fine control is important.
  + **Examples**: Titanfall, Call of Duty, Fortnite, Doom
* **Puzzle**
  + Games that require the player to solve puzzles or navigate through more cognitive geared games.
  + Slow paced, low number of inputs, does not require fine control.
  + **Examples:** Portal, Donut County, Candy Crush, Hidden Folks
* **Fighting**
  + Picking characters to fight with friends or against the game system. Many fighting games are 2D alike platformer games.
  + Fast paced, low number of inputs.
  + **Examples:** Brawlhalla, Street Fighter, Dragon Ball Fighter Z, Super Smash Bros
* **Multiplayer Online Battle Arena (MOBA)**
  + This genre focuses on large worlds where many players form all over can access the game at any time. These players can work together or fight to play the game.
  + Fast paced, high number of inputs (?)
  + **Examples:** League of Legends, Dota 2, Smite
* **Sandbox**
  + This genre allows the player to enter a world and customize it, shape it, and create their own path to play. There is often little to no story line.
  + Slow paced, medium to high number of inputs.
  + **Examples:** Minecraft, Terraria, Stardew Valley
* **Platformer**
  + Platformer games are only in 2D where the character can move left or right, jump, and use an action to navigate through multiple levels.
  + Low to moderate pace, low number of inputs.
  + **Examples:** Celeste, Super Mario Bros, Cuphead
* **Racing**
  + These games often offer various racing experiences in competitive or free roam modes. Customizing vehicles or characters is often a primary feature.
  + Fast paced, low number of inputs.
  + **Examples:** DIRT 5, Mario Kart, Need for Speed
* **Sports**
  + These genre simulates various sports where the player is a member on the team or a team manager.
  + Fast paced, low to moderate number of inputs (depends on settings).
  + **Examples:** FIFA 23, NHL 23

For slower paced games it can be easier to have multiple buttons, whereas with faster games the user will likely need to press multiple at the same time or in quick succession.

**What are the three games you play the most?**

(Varied answers)

**Insight:** Figure out which category each of the games fits in, and consider using a game from the same category for testing out the setup. Figure out what controls (joysticks and buttons) are needed for each game (either by looking this up or asking the gamer if they are familiar) and check if the game you are using for testing uses the same number of joysticks and a similar number of buttons.

**Types of player games of interest:**

(Individual/Group cooperative/Group competitive/Internet group)

**Insight:** Gaming online often requires that the setup work with a headset, also when gaming online things often need to work quickly, as people might not want to wait around for the user to do moves or get setup. Also, this can give insight into what games the user might want to play.

**What is the users gaming goal?**

(Varied answers. This could include but not limited to: playing longer without getting fatigued, playing with someone else locally, playing online, etc)

**Insight:** This helps to see what is most important to the user, and this is what should be focused on.

Physical and Cognitive Function:

**Where does the user have movement that could be utilized for gaming?**

|  |  |  |  |
| --- | --- | --- | --- |
| * Fingers | * Hand(s) | * Head | * Arm(s) |
| * Feet | * Eyes | * Other: | |

**Insight:**

**Does the user have one side of their body with a different level of function? If so please explain.**

(Yes/No plus explanation)

**Insight:** This could give insight to whether the user will need to game one handed, or in the case of a setup with a switch array, they may want the joystick to be on the side with more strength or control, or may want more switches on that side.

**If the user has movement in their hand(s) and arm(s), do they have limited strength?**

(Yes/No)

**Insight:** This gives insight to what hardware they could use. If they need an external joystick this is important. Some joysticks are easier to move than others.

**If the user has movement in their hand(s) and arm(s), do they have limited dexterity?**

(Yes/No)

**Insight:** This gives insight to what hardware they could use. If they need an external joystick this is important. Some joysticks need more precise movement than others.

**If the user has movement in their hand(s) and arm(s), do they have limited range of motion?**

(Yes/No)

**Insight:** This gives insight to what hardware they could use. If they need an external joystick this is important. Some joysticks require larger movements than others.

Please explain how their physical function may impact their gaming experience or what gaming enhancements they might benefit from: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Does the user have any identified development/cognitive disabilities?**

|  |  |  |  |
| --- | --- | --- | --- |
| * Yes | * No |  |  |

**Insight:** This could affect the types of games played, as well as the number of switches if doing a switch array setup. More switches = more complicated.

If yes, please explain how this may impact their gaming experience or what gaming enhancements they might benefit from: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Does the user experience any spasms that could interfere with gaming?**

|  |  |
| --- | --- |
| * Yes | * No |

If yes, please explain how this may impact their gaming experience or what gaming enhancements they might benefit from: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Has the user used a traditional gaming controller? If so what are the barriers faced?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Environment:

**Where does the user typically play video games / where would they like to play?**  
(At a desk/In bed/On the couch/In their wheelchair/Other)

**Insight:** This gives insight into the user’s position while gaming, as well as the surfaces available. For example if assistive switches are needed, this gives insight into where they can be placed.

If the gaming device requires mounting, does the user have a surface available for mounting?

(Yes/No)

Support:

**Does the user have a support person available?**

|  |  |
| --- | --- |
| * Yes | * No |

**Insight:** If no, it is important that the user can set up their own gaming setup, or leave it set up.

**Will the user require support setting up the gaming set up?**

|  |  |
| --- | --- |
| * Yes | * No |

**Insight:** This will depend on where they are gaming and what their setup looks like. If no, need to make sure they can set up their own gear.

**Will the user require support while gaming?**

|  |  |
| --- | --- |
| * Yes | * No |

**Insight:** This will depend on where they are gaming and what their setup looks like. If no, need to make sure they have enough buttons to access menus.

Comfort Level:

What is the users comfort level with technology?

(10 being very comfortable, and 1 being not comfortable at all)

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10**

What is the users comfort level with video games?

(10 being very comfortable, and 1 being not comfortable at all)

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10**

If the user would require support outside of MMC with gaming (i.e. with a Clinician for custom mounting) what is your comfort level getting this support?

(10 being very comfortable, and 1 being not comfortable at all)

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10**