**\*\*\* = Next slide**

**Ary (Intro + The Problem)**

Hello everyone, we’re group 1f and our topic is Discord Accessibility \*\*\*  
  
Imagine you hop onto a discord call with some friends to play some league of legends. \*\*\* You noticed there’s a bush with no vision, \*\*\* so you decide to go over to place a vision ward. you hear some sounds but don’t pay much attention to them. then out of nowhere \*\*\* the character katarina jumps out of the bush and instantly kills you. Your teammates get really upset with you and embarrass you by spamming your screen with question marks. Your teammates then type in chat, “Dude, I told you kat was in the bush, why did you go in?” Your face glows red as you realized that you thought your friend’s callout was just another game sound. This is a reality for a lot of hard of hearing gamers. \*\*\* Communication platforms like Discord are not meeting the needs of HOH gamers. Discord’s poor accessibility features are causing feelings of isolation, embarrassment, and exclusion. \*\*\*

Because of this, our team wondered how might we welcome and support HOH gamers in the communication platform Discord. \*\*\*

In improving the discord’s accessibility, we hope to create more positive gaming experiences for HOH gamers, support and grow discord’s user base, and grow and maintain the player bases of communication-focused games. \*\*\*

**Nathan (Discover)**

Our first step was to discover our design space. \*\*\* Through semi-structured interviews and field studies, we found that video games are demanding in terms of motor, sensor, and mental skills needed for interaction control. Being a part of a community that shares similar values can foster positive experiences. Disability is unique to everyone, and personalization is very important, and lastly Encouraging others to think about accessibility will raise awareness and urge people to address an issue. \*\*\* So, we knew we had to design something that was both accessible and would raise awareness.

**Michelle (Define + Ideate)**Keeping that in mind, our next step was to define and understand our stakeholder needs. \*\* Right off the bat we understood that our primary stakeholders were going to be HOH gamers followed by voice comm developers, and finally game developers. \*\*\* We conducted semi-structured interviews with each of our defined stakeholders, \*\*\* and concluded that each stakeholder was in need of resources and tools that were easy to use. \*\* Once we understood our design space and stakeholder needs, it was time to start brainstorming. \*\*\* For our initial brainstorms, our group did a ton of mind mapping, sketching, and storyboarding. \*\*\*Then, we finalized our brainstorms to three final concept ideas:  
- A discord bot that would close caption all voice audio into a dedicated text channel.  
- A bot finder embedded into Discord that would allow users to find any type of bot they're looking for!  
- And lastly, An accessibility guideline for communication platform developers

\*\*\*We then went over our concept ideas with 10 different stakeholders and found that a CC bot alone wouldn’t be helpful, and that there are many developer guidelines that exist already, so \*\*\* we decided to go with our bot finder concept. \*\*\*

**Daniel (Prototype + Next Steps)**

After we fine tuned our concept idea, it was now time to prototype our bot finder! \*\*\* Before we started creating our prototype, we wrote out some storyboards and a general user flow for how we wanted our users to interact with and feel while using the bot finder \*\*\* /START VIDEO/ Here’s a quick demonstration of how the bot finder works. As you can see, the feature is seamlessly integrated into Discord, minimizing extraneous effort required to access these bots and their features. /STOP VIDEO/ \*\*\* Our prototype was generally well received by stakeholders as a cost efficient solution that attends to all of their needs. \*\*\* The impact of bot finder would be that it would provide much needed visibility for resources that already exist. There are already bots out there for accessibility options like closed captioning, they just need to be noticed and integrated by more server admins. It promotes inclusivity and disability awareness by encouraging users to add accessibility bots to their servers, and start making DIscord a more welcoming place for Hard of Hearing Gamers.\*\*\*

However we still have some questions about the safety of our concept, how filters will work, where we should place the bot finder, and if the bot finder will help gamers with all types of disabilities. \*\*\*  
  
Thank you!