## **Researching: Notes & Takeaways**

**Team Members:**

* **Nathan Van**

**Team Members Roles & Responsibilities:**

* **Research and Citation**
* **References and Sources**

**Design Questions:**

* **How Might We: How might we Help Disabled Gamers Access Communications Tools Like Discord without calling attention to their disabilities?**

**Method Used:**

* **Literature Reviews**

**Summary of your Process:**

* **Search through Google and Google Scholars**
* **Find relevant articles related to disabled gamers**

**Links to your recordings / research:**

* <https://www.refinery29.com/en-us/2021/12/10711964/gamers-with-disabilities-accessible-video-games>
* <https://www.researchgate.net/figure/Common-Problems-for-Disabled-Gamers_tbl1_267403944>
* <https://lifeofablindgirl.com/2020/05/24/the-importance-of-the-online-disabled-community/>

## **During: Notes & Observations**

* (You can type here or link to a separate document)
* PC gamers typically use it to move their characters. “It’s ironic, though, because my left hand is the hand that has lost the most function over the years,” says LittleNavi, who doesn't publicly share her name out of privacy concerns.
* gaming equipment companies have also begun prioritizing accessibility in their device designs such as the Xbox Adaptive Controller and Logitech Adaptive Gaming Kit, which allow players to customize their gaming experience with programmable buttons and external peripherals.
* Video games, unlike other media formats, "are usually quite demanding in terms of motor, sensor, and mental skills needed for interaction control, and often require mastering inflexible, quite complicated, input devices and techniques"
* Players with auditory disabilities would oftentimes benefit from closed-captioning of in-game dialogue, and some players with cognitive disabilities would be better able to play a game with speed control or difficulty level adjustment options.
* Physical interfaces provide players a means to enact their will during gameplay and have coevolved with shifts in technology and game design over time.
* When encountering a new digital game, players can rarely access gameplay without first installing and patching the game, assenting to its End User License Agreement, creating an account, or adjusting the audiovisual and gameplay settings.
* Dyslexia is a cognitive disorder that affects the evolutionary ability to read, write, and speak in people, affecting the correct learning of a large percentage of the population worldwide. In fact, incorrect learning is caused because the educational system does not take into consideration the accessibility parameters that people
* Video games are an integral part of popular culture. The video game industry faces challenges with the increase in players’ numbers and application areas including serious games. The increase in the number of players includes disabled players.
* Many games use procedural content generation (PCG) to create varied game experiences without having to create all content manually. They allow varying degrees of player influence on generation, from retaining all control to giving full control to players over a number of parameters.
* The online disabled community is a huge part of many of our lives
* These people were sharing their experiences of living with a disability, as well as their everyday experiences which included normal, everyday things – going out with friends, going to gigs or the hype around the latest TV show
* Connecting with the online disabled community means that we can support each other, be there for each other and relate to one another. There’s nothing quite like talking to other people that just get it.
* There’s no denying that living or adjusting to life with a disability can be challenging at times, but it can also be extremely rewarding.

## **After: Notes & Observations**

* (You can type here or link to a separate document)
* She was diagnosed in her 20s with relapsing remitting multiple sclerosis, a chronic condition that affects her central nervous system
* 30% of US gamers identify as disabled, as do 20% of gamers in the United Kingdom.
* Disability means something unique to everyone, and no individual experience, even within the same diagnosis, is the same.
* But all that additional equipment comes at a literal cost. Accessibility peripherals, from controllers to switches, can cost hundreds or even thousands of dollars
* But life as a full-time streamer, especially for someone living with disabilities, can be mentally and physically draining, and for many, it’s not an entirely viable option.
* Putting your disability in front of a live audience that might not understand how to discuss or respond to disabilities can present challenges.
* Physical interfaces are a barrier to players with physiological capacities outside those expected by their manufacturer.
* There are several studies that have considered the role of controllers in games around topics of skill and performance, fluency, efficiency, efficacy, or practical design
* Universally accessible games (UA-Games) aim to create interfaces that can be accessed and manipulated by the largest number of players. Currently few serious games include accessibility features, while accessibility should be considered at the beginning of the serious game design.
* Disabled gamers weren’t afraid to share the reality of having a disability – their down days, the barriers we face and the obstacles we encounter. There is an invaluable reason for doing all of that; to raise awareness and educate others.
* Talking to fellow disabled people helps you find others that you can relate to, and that can often be a huge comfort. It’s a bit like a virtual hug!
* The online disabled community is always there to offer advice or support when you need it most. Whether it’s answering a question about the latest piece of assistive technology, passing on tips and tricks that make certain things easier, or just being a message away when someone needs to let out their frustrations, it is a supportive community that is always willing to help in any way possible.
* Using online wikis or gaming platforms to promote accessibility for disabled gamers.

## **Takeaways (Next Steps & Immediate “Aha!” Moments)**

* Sometimes it can feel like the internet is filled with medical advice and information which is great and well-intended, but it doesn’t answer the abundance of questions you may have. There are times you just need to talk to others in a similar situation.
* The online disabled community can help you on your own journey, whether you’re learning to love and embrace your disability or finding independence, being part of the online community can often help you on your own journey because many of us have been there too, so we completely understand what you may be going through, or how you might be feeling.
* There are so many people within the online disabled community that are educating others, whether that’s through blog posts, videos, or online activism, we are all trying to do our bit in raising awareness and change perceptions.
* It might not be for everyone and that’s okay, but everyone is playing their own part in one way or another.
* We also try to encourage others to think about accessibility, whether that’s making color blind modes or customized gaming equipment more accessible for disabled gamers.