**Understand**: Creating an Initial Research Plan

**Team Name/Keyword**: Game Accessibility/Community

**Team Members**

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**Design Question**: How Might We….

**Brainstorm: Where/When**

* What environment/scenario do you need to observe first?
  + Discord, Reddit, Youtube Live Stream Chat, Twitch Live Chat, Game Wikis
* Why do you need to observe that first?
  + Discord is the central hub of game communities, and discord is also not very accessible to certain disabled groups. We can learn alot about what needs to change/who is in need by observing discord communities.
* What do you want to learn?
  + What are the largest trouble points for users of these platforms
  + What are the positives and negatives to these platforms? What good insights we can learn from and apply to our designs, and bad insights we should avoid in our designs.
* What should you pay attention to there?
  + The communication methods available in each platform.
  + Are there colorblind filter features offered?
* What data might you be able to gather?
  + What accessibility options are available in these platforms
  + Level of Accessibility?
* How / where / when will you be able to witness that interaction?
  + Twitch Stream, Reddit Forum, Joining Discord servers

**Brainstorm: Who**

* Examine the [Design Challenge Evaluation Criteria](https://docs.google.com/document/d/1RrBrH48KQlJT5ExL4XGGuBBrMswiLqAkD9x2xIr2KT4/edit#heading=h.giwq7jr86ygi) (Accessible & Equitable)
* Who do you need to talk with first?
  + Gamers with disabilities
  + Gamers trying to join communities
  + Gamers within the community
  + New gamers that want to join the community
  + Gamers from diverse backgrounds, ages, demographics that
* Why do you need to talk with them first?
  + Learn from their experiences
* What do you want to learn from them?
  + What are pain points/difficulties with the tech/applications they use?
  + Get an idea of the problem relating to accessibility
  + Get their opinions and learn on what they want to improve
* What do you need to ask them?
  + What is the user experience?
  + What difficulties do you have with certain platforms?
* What data would be helpful to gather?
  + How they use each platform
  + What they need from the platform
* How will you recruit / find them?
  + Through discord servers, reddit forums, in-game, personal network

**Brainstorm: What**

* Examine the [Design Challenge Evaluation Criteria](https://docs.google.com/document/d/1RrBrH48KQlJT5ExL4XGGuBBrMswiLqAkD9x2xIr2KT4/edit#heading=h.giwq7jr86ygi) (Relevance & Impactful)
* What aspects of your design question likely have prior / background research?
  + Accessibility Design
* What do you want to know from that research?
  + What tools exist for different disabilities
  + are there other applications specifically made to help people with disabilities find or interact smoothly with communities
  + What is the history of gaming communities and accessibility/inclusion
* Where can you look to find high-quality, relevant resources?
  + Google Scholar
  + ProQuest
  + ResearchGate
  + Apple’s Accessibility Page ( <https://developer.apple.com/accessibility/> )
  + Google’s Accessibility Page
* What keywords can you use to search?
  + Accessibility and Digital Media
  + Accessibility in Games
* Is there an expert you can reach out to and ask?
  + Professor David Trend (Art department)
  + Anne Marie Piper - professor that focuses on accessibility design (informatics department)