**Understand by Researching**: Step-By-Step Plan

**Team Name/Keyword**: Game Accessibility

**Authored By: Nathan Van**

* (Names of 1–2 team members responsible for this step-by-step plan)

**Design Question**: How Might We….design a healthy online gaming community that is accessible to everyone, especially disabled gamers, and is digital thriving for inclusivity and supportive of a diverse community of gamers?

**UX Method**:

* (What “[Understand by Researching](https://docs.google.com/spreadsheets/d/1a0D3ZIfjK1MM9l0zuwiwl4bVoInb5bex9Fwg67wGyNM/edit#gid=1690356048)” UX method will you use?)
  + **Chosen Method**: Literature Reviews
* Link the how-to guides / articles / videos that you will use to learn the method
  + **Guide**: [Literature Reviews](https://www.userinterviews.com/ux-research-field-guide-chapter/literature-reviews)
    - <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/>

**Step-By-Step Plan**

*(Include info such as what will you search, where will you search, when you will search, what is your inclusion criteria, what is your exclusion criteria, how many will you collect, how many will you read, how will you collect and store your notes / reflections while you read, what information will you be looking for, what data will you extract, how will you collect and organize it, where will you store it, how might you analyze and synthesize your findings)*

1. I will use google search, google scholar, news articles, video transcripts, discord, reddit, game wikis, game forums
2. I will search for disability types in gaming and how to identify disabilities
3. I will search for how is disabilities defined in gaming/who are categorized as disabled
4. I will search for common difficulties and issues faced by disabled gamers
5. I will search for what are the basic abilities to perform well as a gamer, then identify what can be done to replace the missing abilities of the disabled gamer