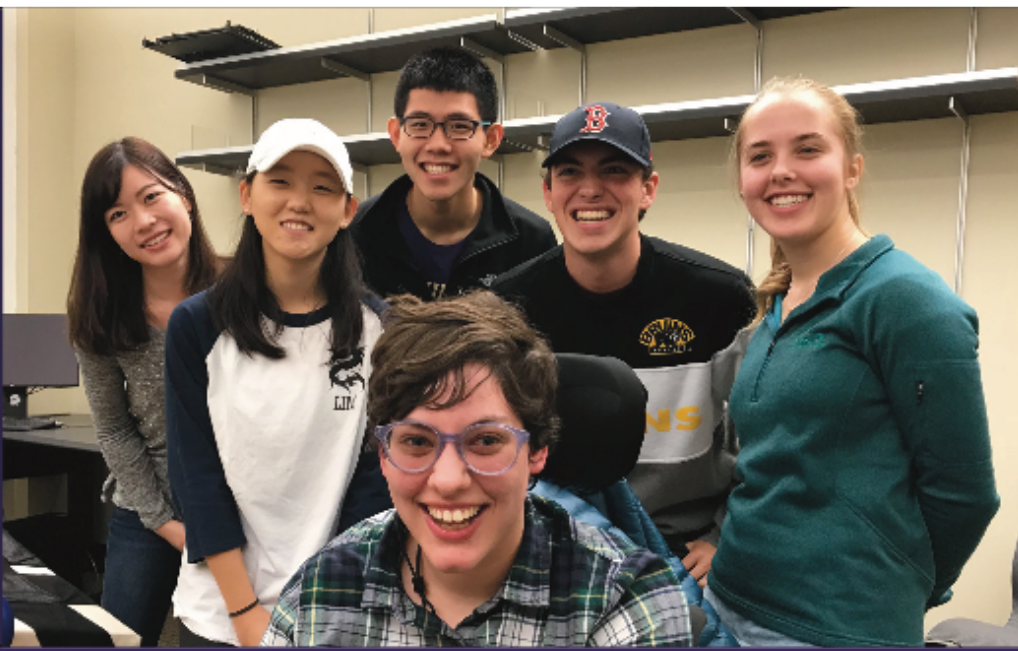


DISplay: Collaborative Play Environment for All

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HUSKYADAPT

Accessible Design & Play Technology

THE CHALLENGE

Very few games in the market are made accessible to kids of all abilities; this means that many kids miss out on a chance to play and learn. There are even fewer opportunities within a shared play environment so chances for collaborative play are significantly decreased.

OUR MISSION

Because children of all abilities deserve to play, learn, and collaborate, we adopted a modular, flexible platform to design an inclusive game that ensures all kids enjoy the benefit of child’s play.

Why is this important?

Research has shown that being able to play and collaborate with others at an early age helps develop intuition and social skills. Additionally, building an inclusive environment mitigates barriers between children with different abilities.

Quotes on play:

“Play allows children to use their creativity while developing their imagination, dexterity, and physical, cognitive, and emotional strength.”
“Children learn to engage and interact in the world around them through play.”

Provided platforms to work with



NEXT STEPS

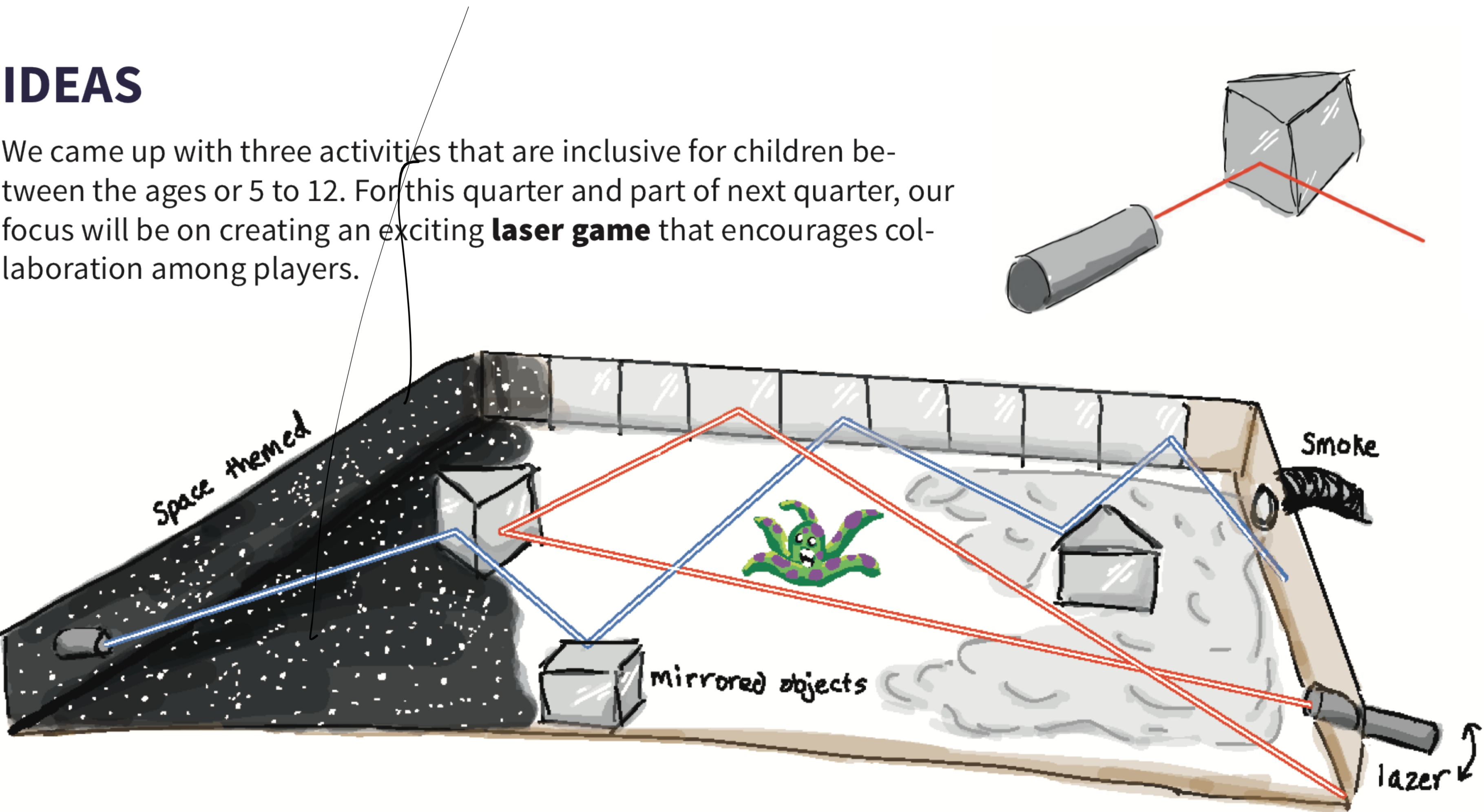
Cater towards abilities of all kids through different prototypes
Increase accessibility of game by including modular switches
Create a safe and flexible platform to contain laser and smoke
Accessibility from underneath the table

Acknowledgements

Dr. Anat Caspi, Dr. Kat Steele, George Zatloka, The Ciliv Family

IDEAS

We came up with three activities that are inclusive for children between the ages of 5 to 12. For this quarter and part of next quarter, our focus will be on creating an exciting **laser game** that encourages collaboration among players.



Core Functions

Collaboration-based

meaning lasers can’t be seen without one person to function the smoke machine and one or more people controlling the laser.

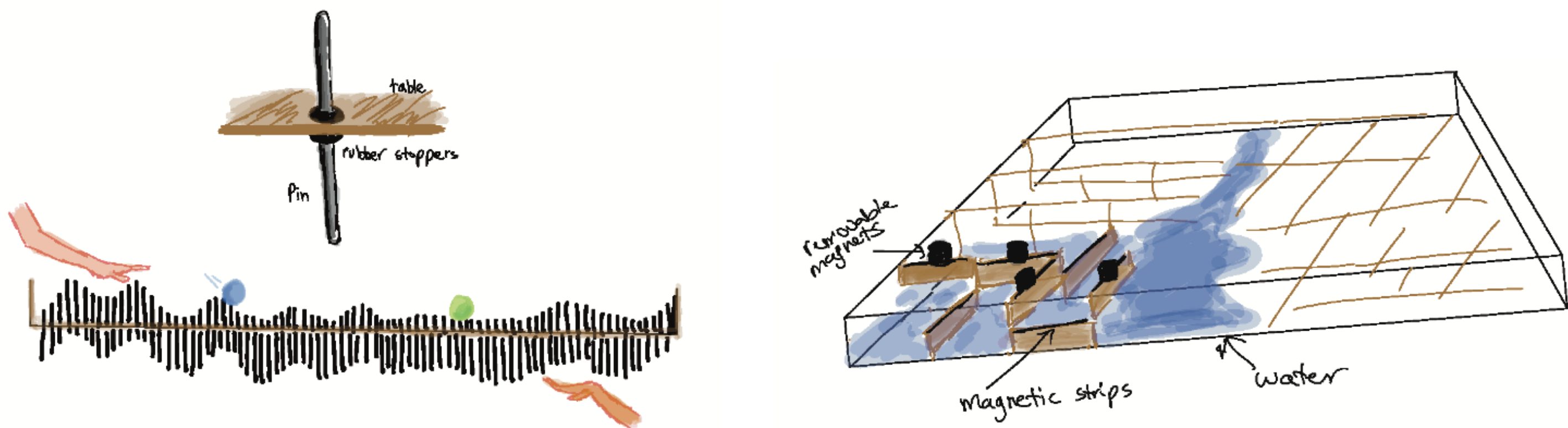
Motorized components

so children can control pieces of the game within the abilities they can perform.

Modular input methods

to make this game accessible to children of all abilities. This will most likely come in the form of being able to have different input methods.

Future possibilities



YOUR FEEDBACK

EXTRA COMMENTS

5 10 15 20 30 45+

ATTENTION SPAN (mins)

square rectangle hexagon other

SHAPE OF PLATFORM

0 1 2 3 4 5

ENGAGEMENT LEVEL



COLLEGE OF ENGINEERING
UNIVERSITY of WASHINGTON