Mid-Atlantic ADA Center

Games Are for Everyone!
Creating an Accessible Gaming Event

Will begin at 2:00 PM Eastern Time

- Audio and visuals are provided through the online webinar platform
- Access to presentation handouts was included in the email reminder you received for this session
- This session will be open-captioned

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Technical Assistance

- If you experience technical difficulties
  - Select the Q&A icon and then type your message in the box that appears
  - Call 301-217-0124
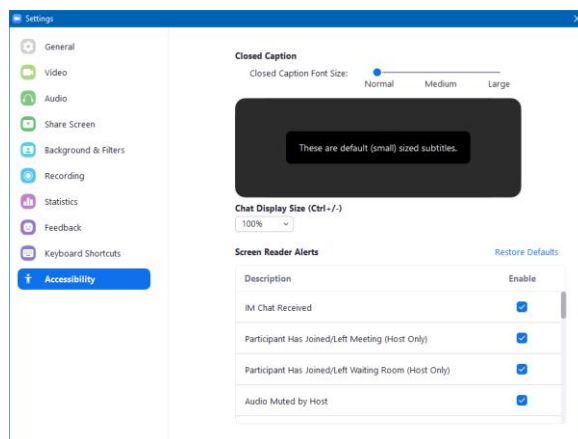
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Audio

- Access via computer audio or phone option, located in the expanded audio menu

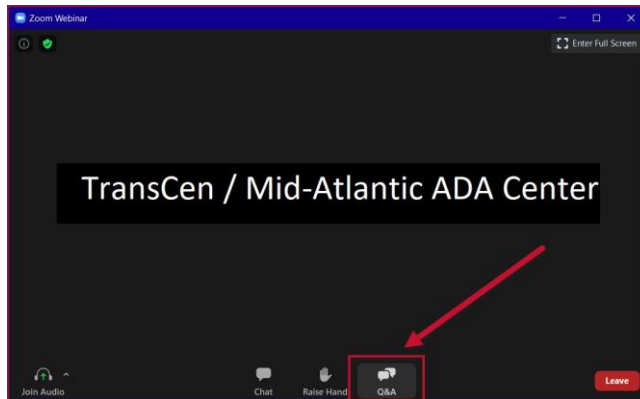- Call in via the number provided in webinar reminder messages
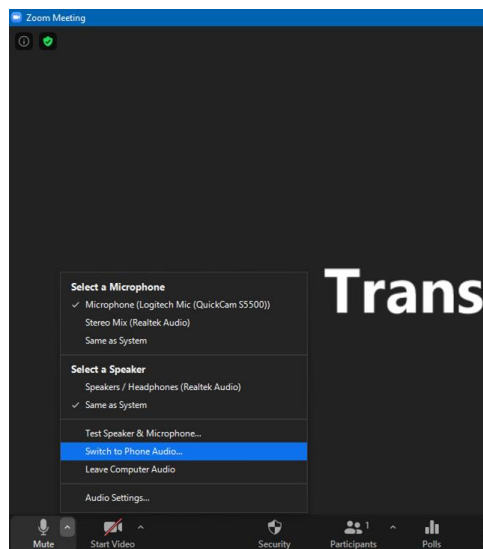
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Captions

- This webinar is being captioned

- You can change the size of the caption display in the "Accessibility" tab under "Settings"

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Questions and Comments

- Select the Q&A icon
- Send your question to adatraining@transcen.org

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Archive

- This webinar is being recorded
  - You will receive an email with information on how to access the archive

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Certificates of Attendance

- Only those who purchased certificates when registering for the session are eligible to receive one
- Certificates are available only for attending the live session; attendance will be verified
- The code to submit for a certificate will be announced later in the session

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Presentation Accessibility

- For the benefit of participants who are not able to see the presentation slides on the webinar platform, speakers will
  - Announce slide numbers
  - Describe images that are meaningful to the content of the session

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About Your Hosts…

TransCen, Inc.

- Improving the lives of people with disabilities through meaningful work and community inclusion

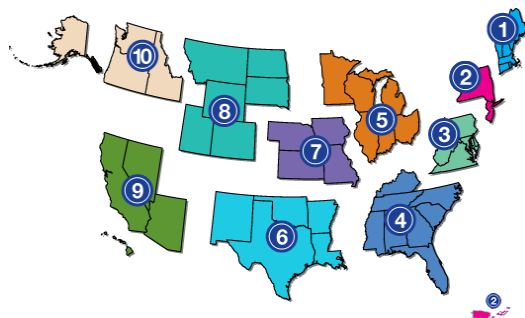**Mid-Atlantic ADA Center**, a project of TransCen, Inc.

- Funded by National Institute on Disability, Independent Living, and Rehabilitation Research (NIDILRR), Administration for Community Living, U.S. Department of Health and Human Services
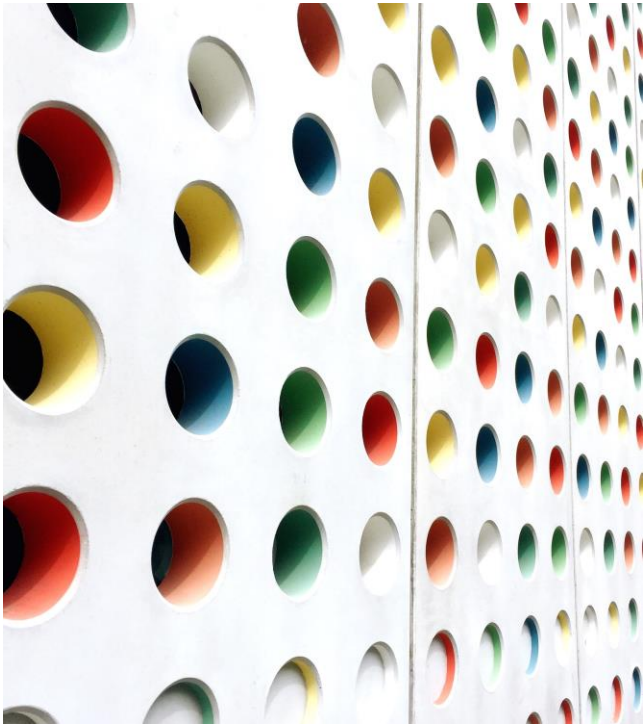
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ADA National Network

- Ten regional centers provide guidance, training, and materials on the ADA

  - **1-800-949-4232**

  - **ADAta.org**

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Games are for everyone!

CREATING AN ACCESSIBLE GAMING EVENT

Who we are

- Angie Brunk
  - Research on games and accessibility
  - Human Factors Masters
- Dan Ireton
  - Long time game geek
  - Research on games in education and game design

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How we got started

- Angie had a background in accessible design and some work on games and accessibility
  - Started by researching active learning activities and accessibility
- Dan is a long-time game researcher
  - Worked with web accessibility and saw applicability

What we hoped to gain

- Show off our innovation lab
- Create a great gaming event
- Get people to think about accessibility
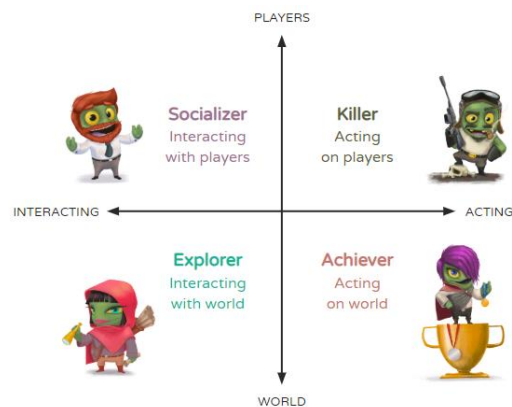- Creating connection between libraries, gaming and accessibility

Types of games

- Social Deduction
- Trick Taking
- Narrative
- Polyominos
- Worker Placement
- Roll and move
- Party game/ casual game

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Types of Gamers

	PLAYERS	
Socializer — Interacting with players		Killer — Acting on players
INTERACTING		ACTING
Explorer — Interacting with world		Achiever — Acting on world
	WORLD	

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Barriers to accessibility

- There is no universally accessible game!
- Barriers
  - Pieces are too small to grasp
  - Hard to see
  - Game type or rules do not play well with a neurotype or cognitive disability
  - Games does not work well in ASL
  - Information is conveyed only by color
  - Hard for a disabled person to conceal information
- Disabled people have differing and sometimes conflicting needs
- The gaming community has known issues with gatekeeping, which strike harder on disabled people

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Playtesting methodology

- Play at least a few complete turns of a game
- Look at obvious accessibility barriers
- Converse as a group after we have played a few turns

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Why you should playtest

- You cannot explain a game without playing it first
- You cannot find the accessibility barriers without playing it first
- It's a great way to teach about and think about accessibility
- It builds community
- It builds connections outside the library
- Psycho-social moratorium
- Facilitates learning games from multiple perspectives

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Modifications

- 3-D printing better tokens
  - Tactile tokens
- Adding a neutral narrator
- Providing adaptive equipment
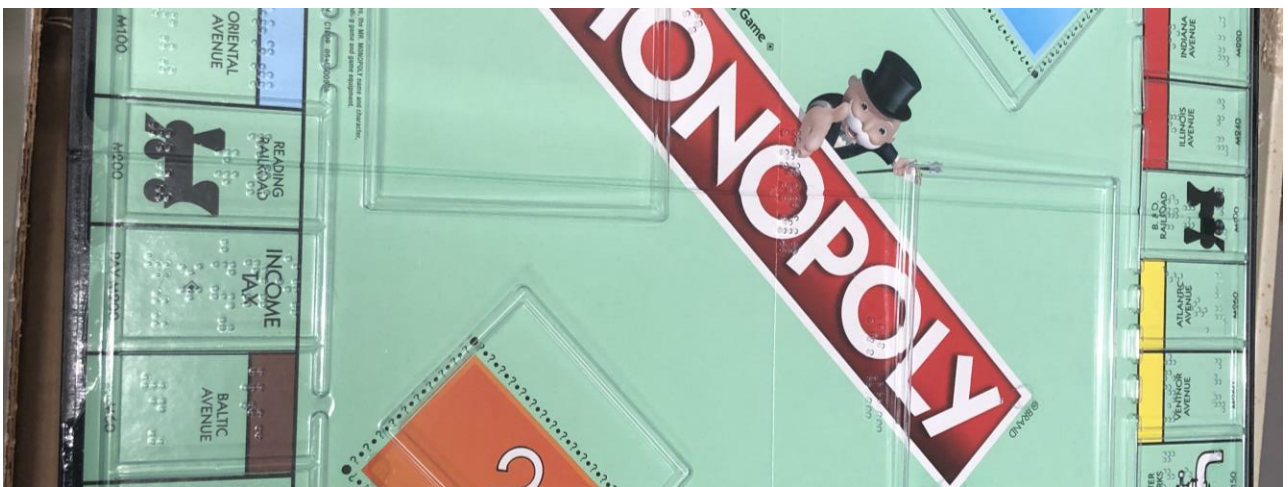 - Magnification
  - Card holders

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Make vs. Buy

- How complex is the problem?
- What resources do you have?

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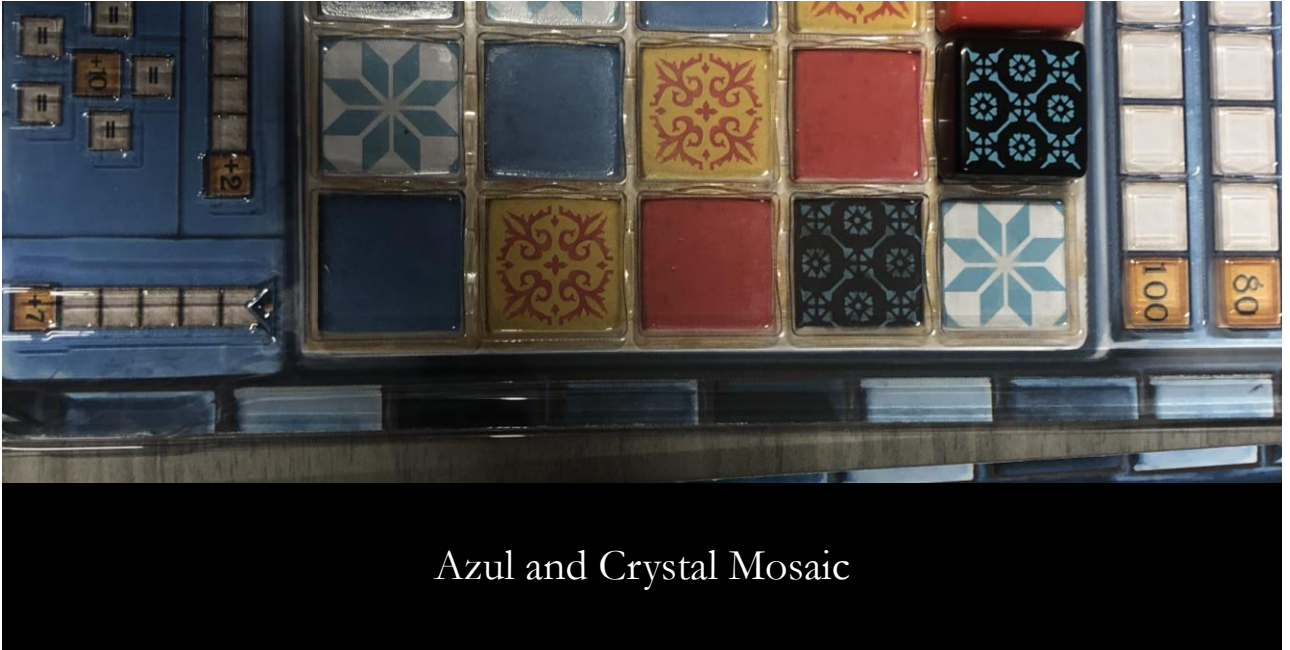
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Braille and Large Print Monopoly

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Tactile Connect 4

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Avalon original and tactile tokens

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Azul and Crystal Mosaic

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Communication

- Good descriptions of games and/or modifications allow people to decide what games meet their needs
  - Some people do not like ambiguous or changing rules
  - Creating a common world can be challenging for new groups
  - Social deduction games might not work for people who are neurodivergent

- Encourage people to bring and teach their own games

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Sample Game description

- Fluxx: If you don't like unpredictable things, skip this game. If you like a quick and wild ride, pick up this quick card game with a variety of themes to appeal to everyone's taste.

- Avalon: Who among those sitting at the table is the traitor? If you enjoy gossip, speculation and smack talking, enjoy a round of this social deduction game! We've created tactile tokens so that more people can enjoy backstabbing and intrigue.

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Game Day Set-up

- Welcome table at one of the main entrances to the library
- Ringers at several tables
- Tables arranged from lowest commitment to things requiring more commitment
- Table signs with game descriptions

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Students playing Avalon during our gaming event.

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What worked

- Numbers were good
  - DAS 100
- Engagement
  - Student's reaction
  - Cards Against Humanity
  - Surprise hits
- Set-up scheme

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What we might change

- Volunteer recruitment and reminders
  - More nagging
- Welcome desk staffing
- Flexibility in volunteer placement
- The audacity of some people

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Contact

- Angie Brunk
  - abrunk@ksu.edu
- Daniel Ireton
  - dli6873@ksu.edu

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Certificates of Attendance: CODE

- If you paid for a certificate of participation, check the reminder email you received about this session for instructions

- Please email the code above to **ADAtraining@transcen.org** by **5 PM E.T. on Monday, January 30, 2023**

- Certificates are emailed 1 – 2 weeks after the session

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Mark Your Calendars!

AARP (American Association of Retired Persons): Livable Communities

February 15, 2023
2:00 pm - 3:00 pm

Register at ADAinfo.org

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Thank You for Joining Us!

Mid-Atlantic ADA Center

Toll-free: **800-949-4232** (DE, DC, MD, PA, VA, WV)

Local: **301-217-0124**

ADAinfo@transcen.org

ADAinfo.org

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