



Levelling Up!

Facilitating inclusive
game play through use
of alternative access

presented by Lauren Farrell

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We acknowledge the Traditional Custodians, the Noongar peoples of the Whudjak region, on which we meet today and recognise their continuing connection to land, waters and community.

We pay our respect to them and their cultures and to Elders past and present.



Outline



- Understand the value of connection and sense of community available through gaming
- Outline the set up process to connect to popular gaming platforms
- Have an awareness of alternative access options for computer & console games
- Explore personalised gaming environments to facilitate inclusive game play




Know your why!


- Why do I want to play?
- What do I get from it?
- What feelings do I associate with gaming?

Why do I play?	What do I get?	How do I feel?
Mentally active	Endorphins	Relaxed
Novelty	Meditation/ Immersion	Active
Fun	Respect	Productive
To achieve	Achievement	Fatigued
Social connection	Comradery	Connected

Gaming Motivation Profile


- 5 min survey that identifies motivators for gaming
- Purpose is to assist in directing you to types of gameplay that you would enjoy
- [Gamer Motivation Profile \(quanticfoundry.com\)](https://quanticfoundry.com)

QUANTIC
FOUNDRY

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Your Quantic Gamer Type :

ACROBAT / GARDENER



Gamer Type Mottos:

Acrobat: "Flexing My Reflexes."

Gardener: "Quiet, Relaxing Task Completion."

Your primary (dominant) player type is the Acrobat, but you also lean towards a secondary player type, the Gardener.

Acrobats are solo gamers who primarily want to take on challenging gameplay and they want to practice over and over again until they can take on the most difficult missions and bosses in the game.

Gardeners are looking for quiet, relaxing task completion. They enjoy accessible gameplay that focuses on completing levels/quests, collecting stars/trophies, and collecting collectibles.

[Learn more about the 9 Quantic Gamer Types.](#)

Your Gamer Motivation Profile :

Spontaneous, Relaxed, Grounded, and Practical

Getting Started

- Hardware
 - Console
 - Controller
- Software
 - Games
- Accessibility Settings
 - Hardware
 - Software

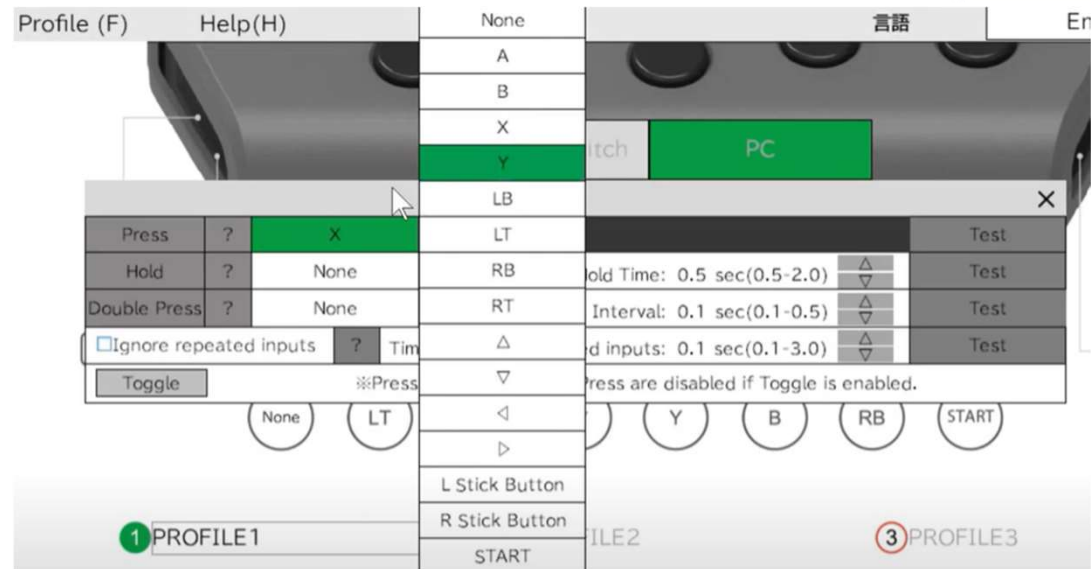
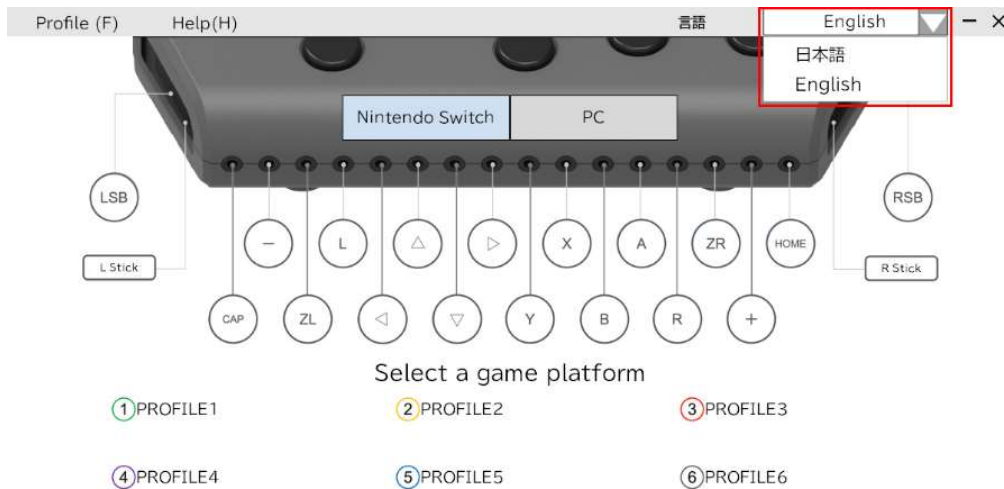
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Nintendo Switch



Flex Controller

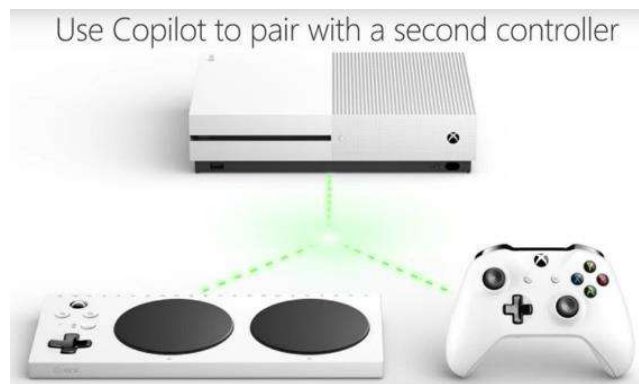
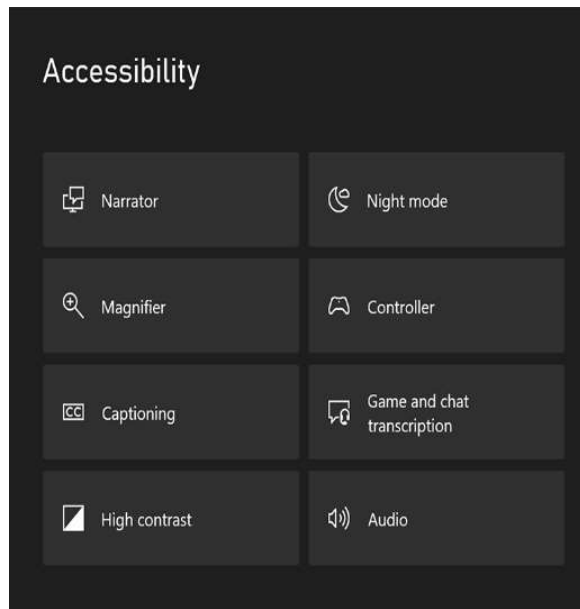


Flex Controller
Expansion App

[Co-Piloting on the Nintendo Switch?? With Flex Controller, you can even do it with EyeGaze! - YouTube](#)

XBox

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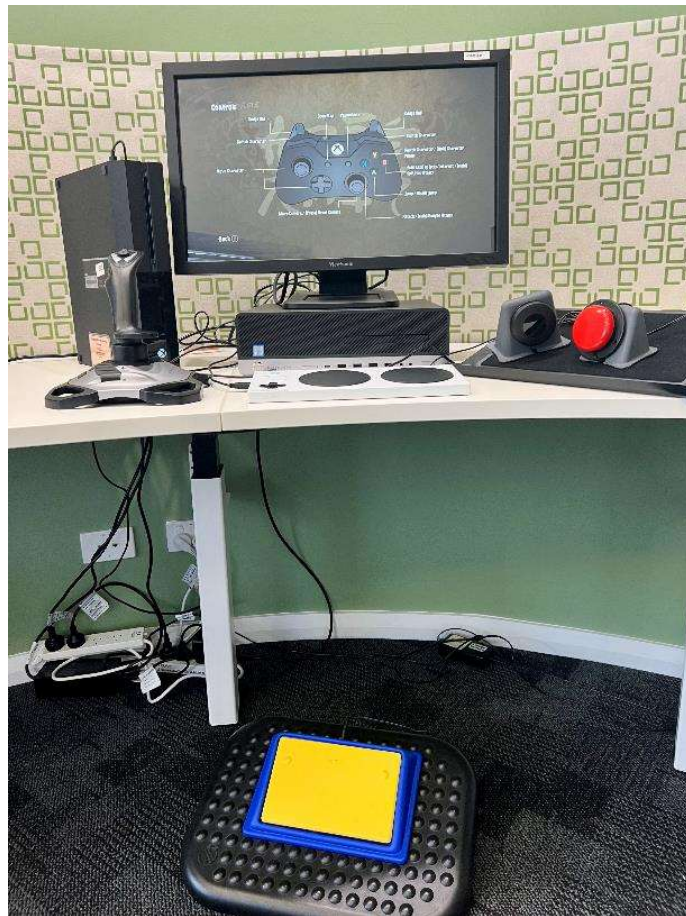
[Disability Answer Desk – Microsoft Accessibility](#)

Meet Nean

- Nean, early 20's with ABI following traumatic injury.
- Previously studying at uni, loves computers, all his friends are gamers.
- Wants to play his Xbox, games of interest are Minecraft and racing games.



Set up options



Alternative Access for Consoles

- Alexa & Google Assistant
 - Voice commands to control Xbox Console functions
- XBox
 - [Xbox Adaptive Controller](#) (XAC)
- Nintendo Switch
 - [Flex Controller \(flex-controller.com\)](https://flex-controller.com)
- PlayStation
 - [Project Leonardo](#) (*in development Jan 2023*)



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Gaming & EyeGaze

- [Game On 1](#)
 - Required components: XAC, IR transmitting EyeGaze device.
- [Flex Controller Expansion App \(FCEA\)](#)
- [EyeMine](#) – Minecraft
- Special Effect: Resources and Eye Gaze Games website
- Tobii Dynavox: Accessible games (WoW, Candy Crush, Diablo III)
- Tobii Eye Tracking: Tobii eye tracking is for computer gamers and is used in conjunction with keyboards, mice and game pads.



Accessible starter games

- Mario Kart 8 Deluxe (Nintendo Switch)
- Brawlhalla (Xbox)
- Pokemon Sword/Shield (Nintendo Switch)
- Minecraft (All consoles)
- Lego – Ninjago/Marvel (All consoles)
- Mole Miners – Web
- Eye Drive – Web
- Koalas to the Max – Web



“Video games are bad for you? That’s what they said about rock-n-roll.”

Shigeru Miyamoto

Creator of The Legend of Zelda and
Super Mario Brothers

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