



the
ablegamers[®]
charity

2022

Accessible Gaming Webinar
Feb 2022

Team



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Sr. Director of Peer Counseling



Roger Brooks

Director of
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Mental Health



Jessie Hall

Director of Engineering Research
Lead Peer Counselor



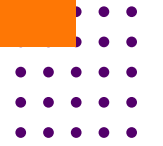
Aaron Price

Peer Counselor



Mission

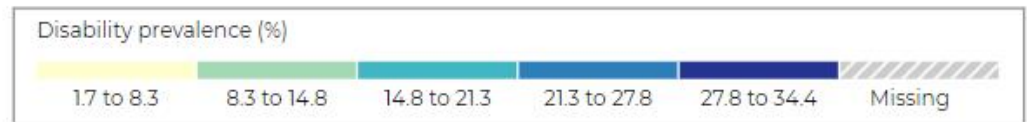
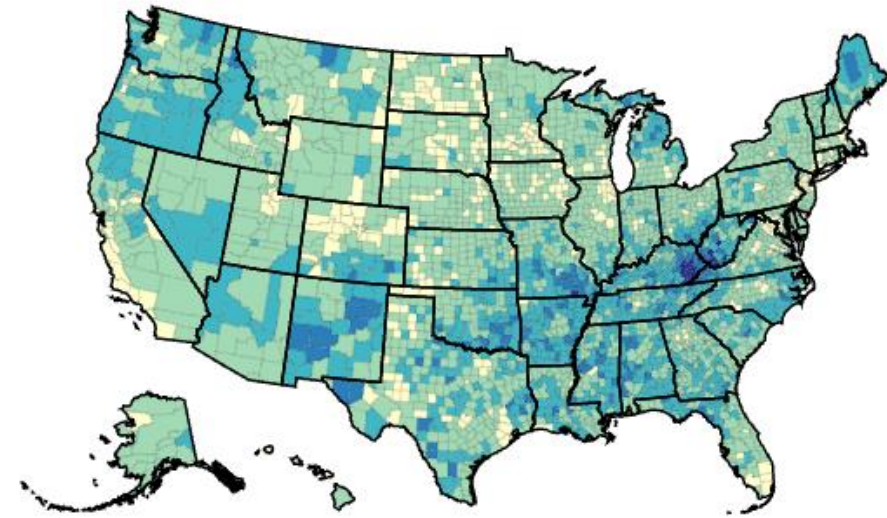
Create opportunities to enable play, in order to combat social isolation, foster inclusive communities, and improve the lives of people with disabilities.



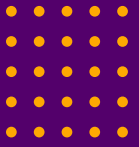
Market of Players with Disabilities



In just the United States, **65.3 million adults** and **3.1 million children** who identify as having a disability

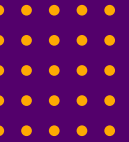


~46 million players with disabilities in the US alone



Process

Peer Counseling



Intake/Evaluation

Understand player and games



Consultation

Make recommendations and/or adjustments, provide AT/controller as needed



Implementation

Player back in the game!

#SoEveryoneCanGame

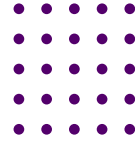


Expansion Packs

Free customized packages of assistive gaming technologies, on-site training and support to ensure gaming experiences are widely accessible to everyone.

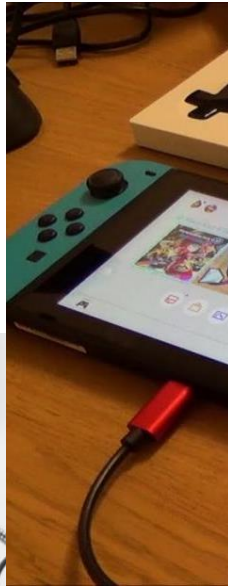


Engineering Research





Adaptive Controller



Released in 2018

Partnership with Microsoft and other groups to help shape design and functionality



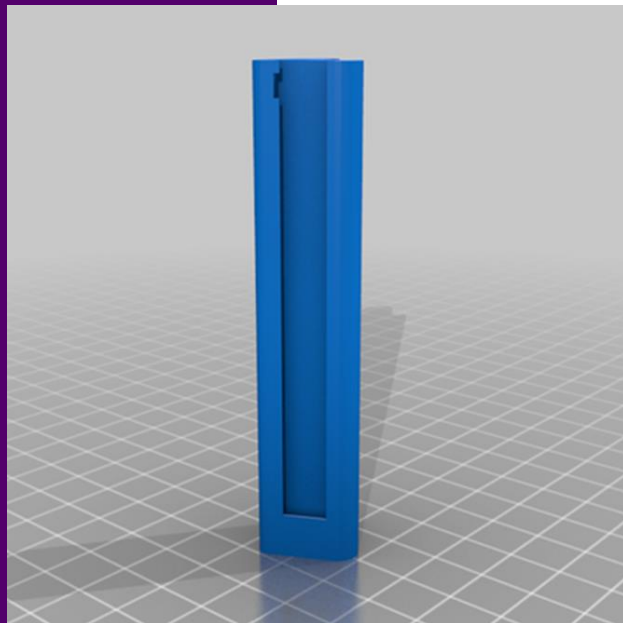
Highly customizable

Includes 19 ports, 3.5 mm and USB

Common Issue



Solutions





Peer Counseling Survey

Overall, I am a happy person

Disagree Agree

24% 76%

I have looked forward with enjoyment to things in my life

22% 78%

I am satisfied with my social life

55% 45%

I feel that something is missing in my life

13% 87%

I have a good support system

17% 83%

All of my physical, mental, and emotional needs are currently being met

44% 56%

I have access to programs and services within my community

39% 61%

I am satisfied with my current quality of life

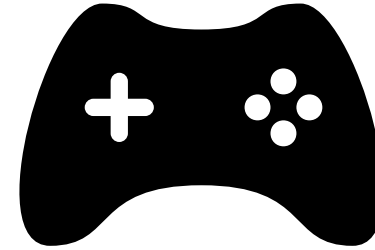
51% 49%



Impact

Peer Counseling

Individualized strategies and solutions to get back into the game.



Engineering Research

Create solutions where none exist



3500+

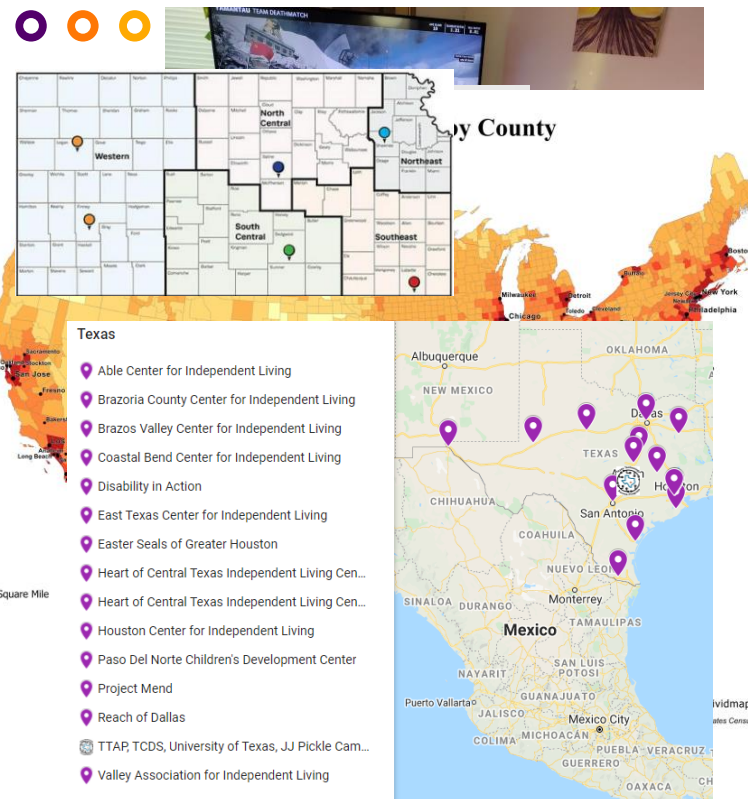
Players with disabilities

50+

Custom hardware & controllers



Future directions



01

Reconceptualize peer counseling

- Retain individualized approach
- Comprehensive
- Data collection
- Scale for growth

02

Increase engineering research and development

- Mine player data/feedback
- Develop additional prototypes
- Integrate 3D printing and other technologies
- Scale for growth

03

Develop collaborations and partnerships

- Expansion packs
- Gaming events
- Student projects
- Scale



Get in Touch

Contact Us



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#SoEveryoneCanGame

