"Game for Everyone!"

Objective:

Children will learn how people with disabilities play video games, explore different accessibility features, and design their own inclusive game controller or game idea.

Time:

40–50 minutes

Part 1: Introduction & Discussion (5–10 min)

Goal: Understand what accessibility means in gaming.

Instructions:

1. Begin by asking:
   "Who likes to play video games? What games do you like?"

2. Introduce the concept:
   "Did you know that not everyone can play games the same way? Some people may have trouble using a regular controller or seeing the screen."

3. Show a video from Game On category or images of adaptive controllers (e.g., Xbox Adaptive Controller, one-handed controllers, eye-tracking devices).

4. Ask questions:

   - "What do you notice about these controllers?"

   - "Why do you think they were made this way?"

   - "How would it feel to not be able to play a game you really love?"

5. Discuss different types of disabilities that might affect video gaming, such as:

   - Visual disabilities (e.g., blindness, color blindness),

   - Hearing disabilities (e.g., deafness or difficulty hearing sound cues),

   - Physical disabilities (e.g., difficulty using a standard controller).

6. Show examples of accessibility features in video games, such as:

- Subtitles or sign language options for deaf or hard-of-hearing players

- Colorblind modes that adjust the colors in the game for players who have difficulty with color contrast

- Customizable controls or adaptive controllers for players with physical disabilities

Part 2: Simulation Stations (15 min)

Goal: Experience challenges and solutions in accessible gaming.

Setup: Create simple stations with tasks inspired by real gaming challenges.

Station Ideas:

1. **Limited Movement Challenge:**

   o Use a glove or sock on one hand and try playing a simple game (like a mobile tap game or basic joystick task). If this technology is not available, try using a sock or glove on the dominant hand while trying to play a board game with pieces that must be moved or manipulated.

2. **Low Vision Challenge:**

   o Try identifying shapes or colors through blurry plastic wrap or sunglasses.

3. **No Sound Challenge:**

   o Watch a short game clip with no sound. Can you still understand what's happening?

Discussion:
After each station, ask:

- "Was that harder than you thought?"

- "What could help make this easier for someone?"

Part 2 Alternative Suggestion

Activity: "Try Accessible Gaming" (20 minutes):

If resources allow for this activity, it may be another way to introduce children to accessibility in gaming.

Instructions:

- Set up a gaming station with a game that has accessibility options enabled (such as Minecraft with subtitles, colorblind mode, or voice commands).

- Allow students to take turns playing the game and experimenting with different accessibility features. For example:

  o If the game has colorblind mode, have students try it out and discuss how it changes the game.

  o If subtitles or speech-to-text are available, try turning them on for players who are hearing impaired.

- Encourage students to think about how these features might help someone with a disability enjoy the game and play more effectively.

- If possible, introduce an adaptive controller or a tool that helps people with physical disabilities play games (like a one-handed controller or a foot pedal).

Part 3: Design Time! (15 min)

Goal: Get creative and design an accessible solution.

Materials Needed:

- Paper, markers, crayons

- Optional: cardboard, glue, scissors, playdough or kinetic sand (for 3D model building)

Prompt:
"Imagine you're a game designer. Create a new game controller or video game idea that helps *everyone* play—no matter what challenges they have!"

Options:

- Draw a controller with big buttons, voice commands, or eye sensors.

- Invent a game that doesn't need fast reactions or complicated controls.

Wrap-Up & Share (5–10 min)

Let kids present their creations and explain how they made it accessible.

Wrap-up Questions:

- "Why is it important to make games everyone can play?"

- "What did you learn today?"

Optional Extension:

Invite a guest speaker (like a game developer or gamer with a disability) to share their experiences.