

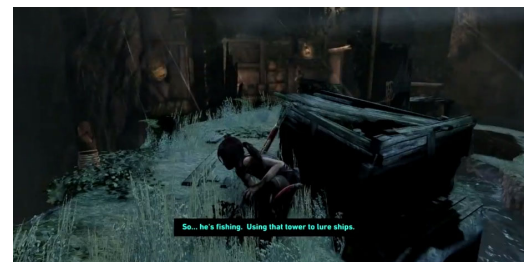
Accessible Gaming

Gaming is a recreational pursuit and can also be a fun way to engage in a variety of skills. The alternative reality of in-game experiences are not only an enjoyable pastime, but can also build on skills such as timing, decision making, planning and sequencing, creativity and problem solving. Gaming also provides a great opportunity to interact socially with other characters or players and can provide a platform to engage in a virtual community with other gamers.

Within Game Features

There are a wide variety of games requiring different modes of play and interaction techniques. Often there are settings and options within gaming software to allow greater access or usability for individuals, however what is available varies depending on the game. Some within game features that may be provided include:

- Full subtitles
- Pause game at any time
- God mode so a player does not die in survival based games
- Adjustable speed or timer settings allowing extended time for responses
- Feedback options (for example, auditory)
- Saving features, for example:
 - auto-save
 - having set save points within a game
- Macros, for example:
 - combine a sequence of commands to be activated in a one touch shortcut
 - save and store text so you can have a library of text to communicate and interact with others who are gaming
- Adaptable user interface features, for example:
 - customised size and location of on-screen status bars or control points (for touchscreen interaction)
 - “Click to move” allows an individual to select a point or location to which a character will then move
- Adjustable mouse or camera sensitivity to enhance or minimise an individual’s natural movement
- Game assist options, for example:
 - Aim-assist: examples include automatically targeting enemies or locking onto specific parts of a target
 - Drive-assist: new drivers can focus on navigation while the computer controls driving speed
 - Puzzle-assist: Hints and instructions to provide guidance and direction to in game challenges



Full subtitles in *Tomb Raider*



Drive-assist in *Forza*



Slow motion setting in *My Football*

Gaming Hardware

There are currently many gaming systems that use different hardware, such as your personal computer, handheld devices or tablets as well as dedicated consoles such as those of PlayStation™, Nintendo™ and Xbox™.

Across the array of gaming equipment that can be used, different input/controller styles include:

1. keyboard and mouse
2. touchscreen
3. joystick or directional pad on a hand held controller
4. hand held or body worn motion operated controller
5. voice command recognition

Depending on individual and gaming requirements, some alterations include:

- Remappable keys can allow personalised layout of input controls or keys to suit (may not work effectively for all games)
 - reassigning actions to different keys available on a handheld controller
 - using keyboard shortcut keys to replace mouse
 - using mouse control with a virtual keyboard
- Adapted hardware such as keyboard, mouse, or controller
- Customisable controller options (left hand, right hand, and custom distance between buttons)
- Set up of inbuilt accessibility options provided in mainstream devices (for example, personal computer or tablet)
- Using additional alternative access set up for computer or tablet device, for example, emulating cursor function or using a switch scan set up
- Using voice control capabilities if provided and supported

Setup assistance may be necessary.



For more information, please contact

Assistive Technology Australia™

(previously known as Independent Living Centre NSW)

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