



Adaptive Video Gaming

Assistive technology allows children and adults with disabilities to play video games despite their physical limitations. Adaptive equipment provides the opportunity for people with disabilities to participate in situations that may be difficult in the real world, thereby providing social interactions that can help maintain mental health as well as providing an equalization between disabled and non-disabled players. Whether for entertainment or rehabilitation purposes, adaptive video games allow participation in one of the world's largest pastimes.

According to the AbleGamers Foundation's statistics, more than half of the 60 million people who are disabled in the U.S. use videogames to improve their quality of life and as a way to make friends.

Adaptive video game controllers provide game players with limited hand function to play their favorite games. There are several different types available, including sip 'n' puff, eyebrow or tongue switches.

The following are provided as information sources. The Reeve Foundation does not endorse any products, vendors or services and a listing here is not to be taken as an endorsement.

7128.com

<http://www.7128.com/top25/topsitesmotionimpaired.html>

Offers a list of the top 21 gaming sites or manufacturers of adaptive gaming equipment for people with motion impairment.

AbleGamers Foundation

<http://www.ablegamers.com/>

179 E. Burr Blvd., Suite Q

Kearneysville, WV 25430

Phone: 703-891-9017

AbleGamers is a nonprofit charity organization that empowers children, adults and veterans with disabilities through the power of videogames. AbleGamers provides expert reviews and information on video games and assistive technology aimed at helping individuals with disabilities make educated purchases. They keep an up-to-date database of video game titles reviewed specifically to assess the accessibility of each title. AbleGamers also provides consultation for game developers, free of charge, to assist in making each game as accessible as possible. They provide a free updated set of practical game accessibility guidelines called Includification, in order to reach the highest level of accessibility possible for each game. Provides grants (when money permits) to allow people with disabilities of any age to purchase assistive gaming technology. They also provide funding related to adaptive gaming to various organizations such as public libraries.

OneSwitch.org.uk: Game Accessibility Sites

<http://switchgaming.blogspot.com/2009/07/game-accessibility-sites.html>

Offers a list of accessible-game sites.

Quad Stick

<http://www.quadstick.com/>

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QuadStick: Mouth Controlled Joystick for Playstation® 2 Video Games

The QuadStick is a mouth operated joystick, with multiple sip & puff sensors, a lip position sensor, and a push switch, connected to a 32 bit ARM processor that converts the sensor inputs into USB and Bluetooth signals for PCs & game consoles.

SpecialEffect

<http://www.specialeffect.org.uk/>

An organization based in the UK that offers a range of accessible gaming equipment to try out in their Games Room in Oxfordshire, and there's also the option of a home visit if one's disability limits their ability to travel. They may also be able to loan equipment to individuals with disabilities following an assessment, so they can try before they buy.

Gaming as Therapy:

Live Science: Video Game Therapy Proving Powerful for Stroke Patients

<http://www.livescience.com/41862-video-game-stroke-therapy.html>

UPMC: Adaptive Gaming and Its Utility as Assistive Technology and Therapeutic Modality: It's More Than Just a Game

<https://www.upmcphysicianresources.com/news/031626-its-more-than-just-a-game>

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