

## **Integrating AAC and Gaming: No Longer a Final Fantasy**

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### **Short Abstract**

Gaming is recreation activity that offers opportunity for entertainment, social interaction and self-expression. Advancements in accessibility are opening these experiences up to more individuals with disabilities. This presentation shares a case study of a young woman with complex communication needs, whose goal was to engage in gaming. She is an AAC user who uses single switch scanning on her dedicated communication device. The presentation will be delivered by her Speech Pathologist and Occupational Therapist, who are experienced working with assistive technology. The presentation will share the process of supporting her gaming set up and demonstrate the advanced programming that was used. It will share pre-recorded interviews with the young woman who will share her experiences and what gaming means to her.

The presentation will cover the adaptive features of her AAC device that enabled effective gameplay, illustrating how technology can be tailored to meet individual needs. It will discuss the advantages that can be achieved from integrating the accessibility features of AAC devices to address goals beyond communication. In addition, the limitations of gaming assistive technology for complex physical needs will be discussed along with opportunities for further advancement.

This presentation emphasizes the importance that gaming can have for people with disabilities that have limited opportunities for recreation, self-expression and control. Through further integration of accessibility features in mainstream gaming, the provision of advanced scripting features within AAC systems and sharing of knowledge, access to gaming will no longer be a fantasy for people with disabilities with complex access needs.

### **Long Abstract**

Gaming is recreation activity that offers opportunity for entertainment, social inclusion and self-expression. Advancements in accessibility are opening these experiences up to more individuals with disabilities. This presentation shares a case study of a young woman with complex communication needs, whose goal was to engage in gaming. She is an AAC user who uses single switch scanning on her dedicated communication device. The presentation will be delivered by her Speech Pathologist and Occupational Therapist, who are experienced working with assistive technology. The presentation will share the process of supporting her gaming set up and demonstrate the advanced programming that was used. It will share pre-recorded

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