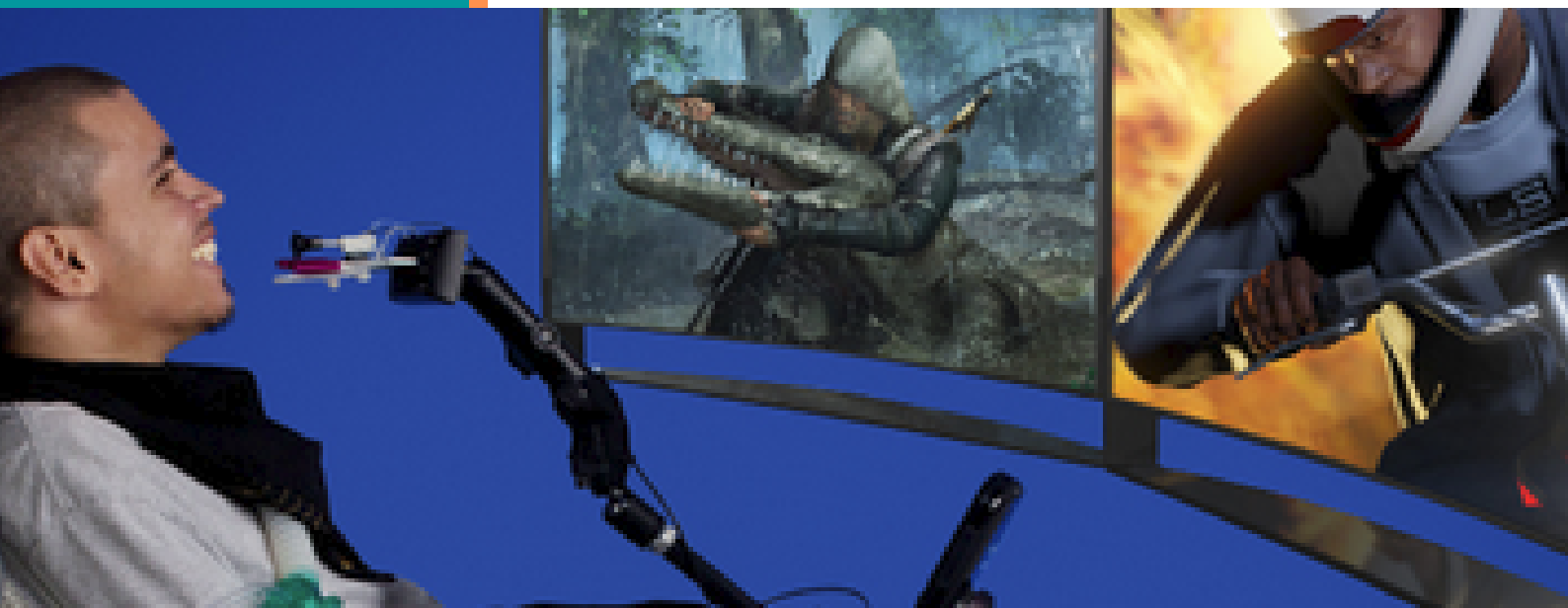


# ACCESSIBLE GAMING GUIDE



*Produced in partnership with:*



## GETTING BACK IN THE GAME

Recent gaming accessibility innovations have broadened access for gamers with higher-level spinal cord injuries to independently conquer previously inaccessible video game worlds. Today, gamers with disabilities are able to combat isolation via the recreational and social benefits of highly-interactive video game scenarios.

How can gaming help people with spinal cord injuries?  
Video games and e-sports specifically have been shown to:

- Promote socialization and increase self-esteem
- Help build teamwork and improve cooperation skills
- Enhance creativity, decision-making and problem-solving abilities
- Improve self-agency, perseverance and resilience

Through the partnership of United Spinal Association's Tech Access Initiative and the nonprofit Help Hope Live, we have provided an overview of available gaming options for those who cannot use a traditional gaming controller along with pricing and purchase links. Accessible gaming can be expensive, Help Hope Live can help you fundraise to assist with the purchase of an adaptive gaming setup that works for you.

# ACCESSIBLE GAMING: HANDS-FREE

*"My Quadstick allows me revolutionary control and customization.  
Now I'm battling it out after years of feeling sidelined from gaming."  
- Brook McCall, C-4 quadriplegic*



## Quadstick FPS (\$549 + mount) - quadstick.com

Mouth operated gaming controller comprised of a joystick and sip and puff sensors assigned to operate specific buttons on a standard videogame controller. Custom configurations for gaming systems and PC, as well as specific game profiles.

**Mounting Options: Magic Arm (\$229) Articulated Arm (\$119) Flexible Arm (\$105)**



## Headmouse Nano (\$995)

Translates natural movements of a user's head into directly proportional mouse pointer movement – move your head and the mouse pointer follows along.



## Jouse+ (\$1549) - compusult.com

USB connected joystick that uses a sip and puff sensor to operate standard mouse buttons. Compatible with Windows, Mac, Chrome as well as iOS and Android mobile devices.



## Tobii Eye Tracker 5 (\$229) gaming.tobii.com

A device engineered for PC gaming capable of tracking both head and eye movements for game interaction and esports training.



## LipSync Gaming (\$250) - makersmakingchange.com

Emulates USB joystick or gamepad via sip and puff sensor. Can be used with PC or Xbox Adaptive Controller.



## NEED FINANCIAL ASSISTANCE?

**Help Hope Live** ([helphopelive.org](http://helphopelive.org)) supports community-based fundraising for people with unmet medical expenses and related costs due to catastrophic injuries and illnesses, including accessible gaming and assistive technology.



# ACCESSIBLE GAMING: WITH LIMITED HAND FUNCTION

## Xbox Adaptive Controller (\$99.99)

A base for building a game controller that suits any needs. Stocked with a power button, two large A and B buttons, large D pad, menu button, and view button. The XAC has two USB inputs for connecting joysticks, as well as (19) 3.5 mm inputs for buttons, and switches to control every button on a standard Xbox controller.



## Logitech G Adaptive Gaming Kit (\$99.99)

The Logitech G Adaptive Gaming Kit contains 12 buttons: 4 light touch buttons, 2 variable triggers, 3 small buttons, and 3 large buttons. Also included are stickers to label each button, and 2 Velcro pads that can be used for securing the buttons along with the Xbox Adaptive Controller.



## Warfighter Engaged Accessories (\$75/per joystick)

Makers of a variety of adaptive joysticks that are compatible with the Xbox Adaptive Controller. The joysticks come in many sizes and can accommodate any level of hand and grip function. Many adaptive button accessories are also available from Warfighter Engaged.



## All-in-one Controller Systems

- Infinity Gaming Controller (\$499.99) comes with 9 buttons with 3.5 mm connections, and 2 joysticks with 3 different options of handles.
- Blue Tip Gaming Axis (\$499.99) has 4 arcade-style joysticks in different configurations of buttons and joysticks that meet the needs of adaptive gamers.



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# ACCESSIBLE GAMING: CONVERTERS & SOFTWARE

## CONSOLE CONVERTERS

While the Xbox Adaptive Controller will work seamlessly with PC and Xbox systems, for those looking to use **Nintendo Switch** and **Sony PlayStation**, a console converter will allow you to use your accessible gaming set up with additional systems.

- **Mayflash Magic NS** (\$19.99) connects the Xbox Adaptive Controller to the Nintendo Switch.
- **ConsoleTuner Titan One** (\$68.69) and **Titan Two** (\$129.99) both connect the Xbox Adaptive Controller and other controllers to many systems including the Nintendo Switch and Sony PS4 and PS5.
- **Brook Converters** (~\$45.00) are available in several models that connect the Xbox Adaptive Controller to a variety of consoles.

## ADAPTIVE SOFTWARE TOOLS

Tech Access community members recommend the following gaming access tools:

**reWASD** – “Truly powerful gamepad mapper that allows you to remap controller to keyboard & mouse.” This is compatible with a variety of gaming systems and available as a one time \$7.00 download.

**Autohotkey** – “Define hotkeys for the mouse and keyboard, remap keys or buttons and autocorrect-like replacements. Creating simple hotkeys has never been easier; you can do it in just a few lines or less!” This tool is a free download and is useful for remapping controls for PC gaming.

**Alt Controller** – “Alt Controller is free Open Source software to help make computer games more accessible. It allows you to map computer inputs (like mouse pointer movements) to actions (like key presses) in order to create alternative controls.”

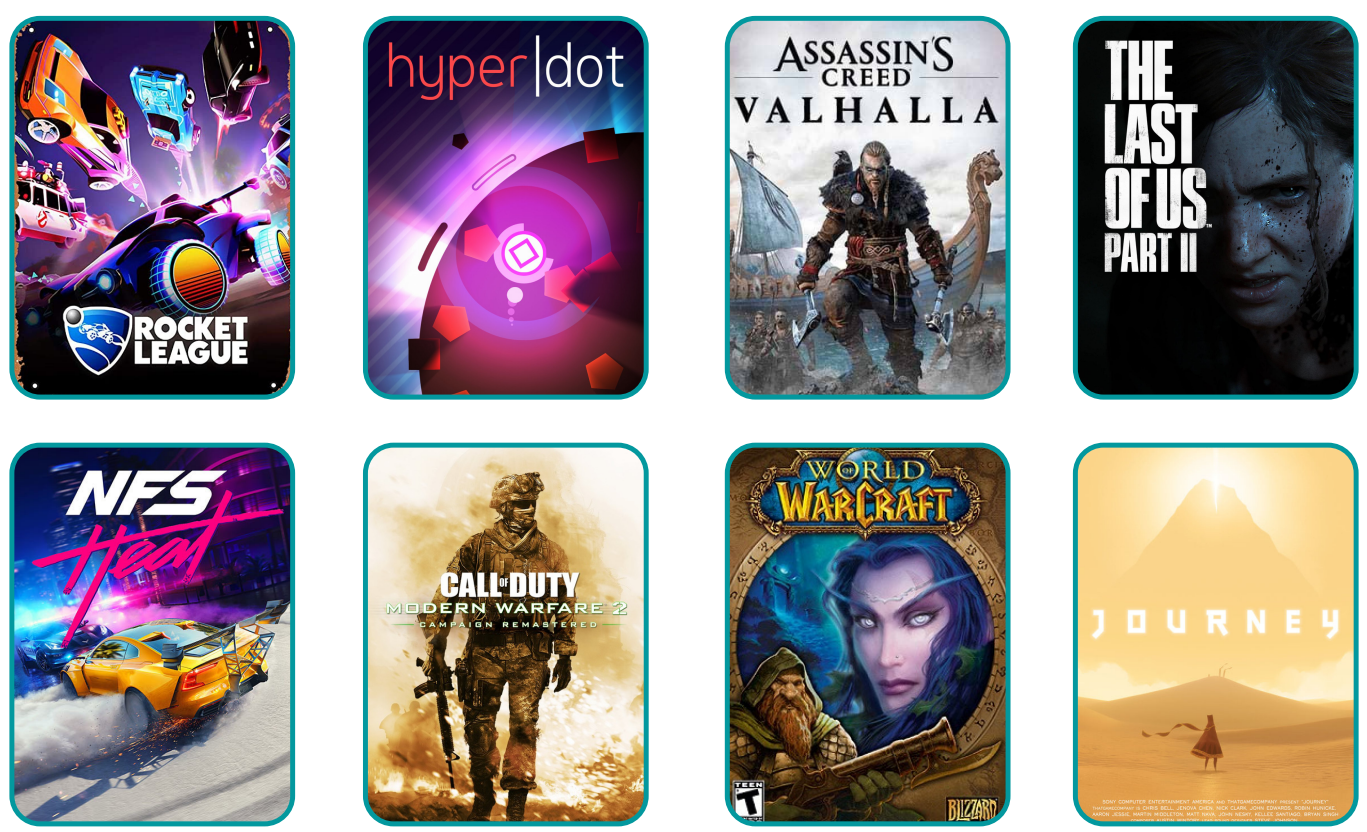
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# ACCESSIBLE GAMING: FINDING THE RIGHT GAMES

Choosing games is personal, but accessibility varies. Since games can be expensive (up to \$60/each), the ability to try a game can be key. Services like **Gamefly (\$15.95/month)** mail games to your home. Additionally, cloud game streaming services allow you to play multiple games via a dedicated app (**GeForce Now (\$4.99/month)**), **PlayStation Now (\$9.99/month)** or in a web browser (**Stadia (\$9.99/month)**, **Amazon Luna (\$5.99/month)**, **Xbox Game Pass Ultimate (\$14.99/month)**). Here are some games recommended by our Tech Access Group:



## GAME ACCESSIBILITY REVIEW SITES

- [game-accessibility.com](http://game-accessibility.com)
- [dagersistem.com](http://dagersistem.com)
- [ablegamers.org](http://ablegamers.org)
- [reddit.com/r/disabledgamers](http://reddit.com/r/disabledgamers)

## NEED FINANCIAL ASSISTANCE?

**Help Hope Live** ([helphopelive.org](http://helphopelive.org)) supports community-based fundraising for people with unmet medical expenses and related costs due to catastrophic injuries and illnesses. HHL can help you fundraise for any games that are deemed medically necessary. Please reach out to HHL with any questions.

