Design Guidelines for Diversity: Development of games and toys accessible to children with motor disabilities

Type of Project

Finished research project

Summary

Research was carried out to analyse the features of toys on the market and their suitability for children with special needs. A total of 1,131 toys were selected and assessed. The main goal of the analysis was to examine toys available on the market and assess their suitability for children with motor disabilities and visual and hearing impairments.

Low-tech, high-tech products, services and contexts for play

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The context of use

Home y school

Type of play in this play system

Cognitive

Practice
Symbolic
Constructive
Rule play (including videogames)

Social

Solitary
Associative

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play
d8803 shared cooperative play

Community social and civic life - d920 recreation and leisure time

d9200 play

Play-like activities: Therapeutic and educational objectives

b2 Sensory functions and pain
d2 General tasks and demands

Number of participants

>20

Chronological Age

0-3 years
3-6 years
6-12 years

Development Age

0-3 years
3-6 years
6-12 years

LUDI Categories of disabilities

Mental/intellectual impairments::
Hearing impairments:
Visual impairments:
Physical impairments:
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

No instruction, self-discovery of the participant/subject

Involvement

Adult: therapist/educator/researcher
Peer with disabilities

Role

Non-participatory observer

Evaluation of objectives and outcome measures

Description of outcome measure(s)

(validated and reliable) outcome measures like tests, self-reports of client/system, questionnaires

Information about availability of outcome measure: publisher, website, contact person

http://www.guiaaiju.com/2015/docs/juego-juguete-y-discapacidad.pdf

Summary of achieved effects

Design guidelines for diversity taking into account universal design for new toys and "tech" toys in the market.

References to the intervention or research project

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Keywords

Design for all, accesible toys, guidelines.