Motion Gaming Technology for Individuals with Movement Disorders
American Academy for Cerebral Palsy and Developmental Medicine Annual Conference
Friday, October 18th, 2013

Gaming Technology for CP Team Members

University of California, Los Angeles: Peter J Chung, MD; Eileen Fowler, PhD; Kent Heberer, MS; Jenna Bailey, BS; Blair Webb; William Oppenheim, MD
Institute of Creative Technology at USC: Belinda Lange, PhD, PT; Sebastian Koenig, PhD; Skip Rizzo, PhD

References


Online Resources

http://kinect4cp.weebly.com/
The website where interested parties can download the FAAST software, read instructions for installation and gameplay, and provide feedback on the experience.

The Entertainment Software Association (ESA)
http://www.theesa.com/
A website dedicated to the ESA, which serves the business and public affairs of gaming companies. Contains industry facts about gaming as well as parent resources and links to articles about gaming.

Broadened Horizons
http://www.broadenedhorizons.com/
Equipment solution store for individuals with limited or no use of hands and arms.

Evil Controllers
http://www.evilcontrollers.com/
An online store that provides modified controllers for console and PC gaming, including adapted controllers for individuals with disabilities.

The AbleGamers Foundation
http://www.ablegamers.com/
A charity run by gamers that includes resources and links for caregivers, developers, and gamers with accessibility needs.

Microsoft: Kinect for Windows
The official web resource with information about the Kinect technology as well as links to download the software development kit (SDK)

The Institute for Creative Technologies
http://ict.usc.edu/
The homepage for the research and development institute that created the Flexible Action and Articulated Skeleton Toolkit (FAAST) software displayed in the breakfast session.

Game Accessibility Guidelines
http://gameaccessibilityguidelines.com/
A reference website for game developers with guidelines on making accessible games.