

# PartiPlay

## LISBOA

## A Participatory Game Design Kit for Neurodiverse Classrooms

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## Building Raport

Ice-breaker Portfolio Decoration **Robot Customization** 

#### **Exploring the Technology**

Game-like activities Problem-solving and creativity



#### **Expanded Proxy Design** for Narrative Building

Stuffed animal proxies with ND characteristics Creating games for these "friends"



## Game Mechanics

Think physically Low-text worksheets Choosing game pieces

#### **Prototyping and Play-testing**

Actualizing previously defined ideas Crafting activity with recycled materials Groups see and try eachother's work Researchers observe gameplay



## Evaluation

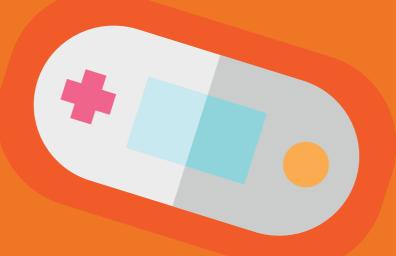
4 neurodiverse classrooms @ local public school

62

ND

Ages

M=8.22 SD=1.26



Allowing for multiple ways of expression makes for a more equitable experience.



**Crafting activities** 

ownership over

reduce conflict.

artefacts and

promote individual



**Ensuring children's physical** ownership over all design artefacts is essential for true co-design.



**Expanded Proxy Design** creates game concepts that incorporate neurodivergent traits.



Scan for more info!





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