

# PartiPlay

## A Participatory Game Design Kit for Neurodiverse Classrooms

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### 1 Building Raport

Ice-breaker  
Portfolio Decoration  
Robot Customization

### 2 Exploring the Technology

Game-like activities  
Problem-solving and creativity

### 3 Expanded Proxy Design for Narrative Building

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



### 4 Game Mechanics

Think physically  
Low-text worksheets  
Choosing game pieces

### 5 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  
NT

19  
ND

Ages  
6-12

M=8.22  
SD=1.26

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

Crafting activities promote individual ownership over artefacts and reduce conflict.

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!

