

A decorative grid of 22 circles arranged in two rows of 11. The top row has 2 orange circles at the 4th and 11th positions. The bottom row has 5 orange circles at the 2nd, 4th, 5th, 8th, and 10th positions.

A research network on play for children with disabilities

**Guidelines for usability and accessibility of toys and technologies
for play for children with disabilities**

Rianne Jansens, work group 2



Action Td1309





Guidelines for evaluating **the accessibility and usability of toys and technology** for play of children with disabilities

Standard rules for the **design and development** of technological products and toys

View Play Experience by AT for play

Click here to find Play Experience by Assistive Technology (devices, services & contexts) for play with children with disabilities.

View Play Experience by AT for play

Insert data about Play Experience by AT for play

Click here to submit new data about Play Experience by AT (devices, services & contexts) for play for children with disabilities.

LUDI - Website

Click here if you want to visit LUDI's Homepage.

Visit

- 54 records
- Many observations and asking feedback + video analysis
- 3 standardized guidelines: **1 included**

WG 2 collected guidelines and tools

- 59 documents
- 45 documents reviewed with Quick Scan taxonomy: **10 included**



- 34 databases: 89 documents
- hand search of key journals + 622 ref of PhD: 34 documents
- 123 documents, 28 documents reviewed with Quick Scan taxonomy: **8 included**

19 guidelines/tools on usability and accessibility of toys and technologies

17 guidelines/tools were reviewed with adapted version of AGREE II instrument

10 guidelines about usability and accessibility of toys and technologies

Developmental process, stakeholders involvement, updating process, editorial independence not described

10 guidelines, no tools:
3 with a focus on play
6 related to disabilities
Guidelines about

6x games

3x toys

1x indoor playthings and environment

1x generic

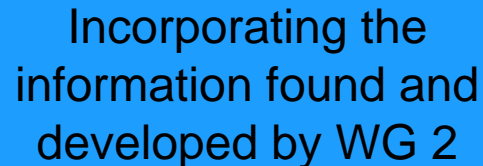
Guidelines about **usability and accessibility on toys and technologies** for play for children with disabilities

Different stakeholders: parents, professionals, designers, researchers and ~~policy-makers~~, bricoleurs.

Discussing criteria for each stakeholders' group.

Guideline: what is it? what's the aim?

- Reflective questions
- Decision tree




Incorporating the information found and developed by WG 2

Example of LUDI guideline on usability and accessibility of toys and technologies for play for children with disabilities

Reflections...

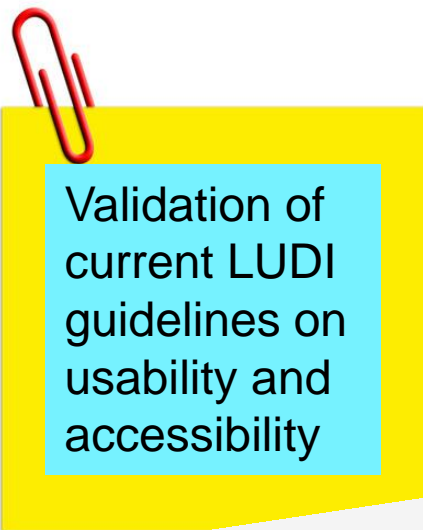


New technologies...
how to get it
scientifically
sound?



Few
guidelines!

No tools!




Validation of
current LUDI
guidelines on
usability and
accessibility



Toys and
technologies
can facilitate
playing



Toys and technology
a mean for inclusion
as normalizing
activities



Transparency of
developmental
process

Future work warranted

LUDI WG 2

Vygaudas LT

