

KQED QUEST – Episode #109, Segment A
Accessible Video Games

Version 2.0

April 10, 2007

	VIDEO	AUDIO
	ACCESSIBLE VIDEO GAMES	<i>[Map GFX]</i>
	Jerry, who is in a wheelchair, and his father Robert enter their San José house.	<p>Q112C035 <i>ROBERT: So how was your day at school? Was it fun?</i> <i>JERRY: Yeah.</i> <i>ROBERT: You want to go play some games?</i> <i>JERRY: Yeah. Let's go do it.</i> <i>ROBERT: I think I'm going to beat you today.</i> <i>JERRY: I don't think so.</i></p>
	Q117C010, 17;08;55;28	<p>Q117C010, 17;08;55;28 <i>SOT under: ROBERT (with his headset he talks to other gamers who are connected to the internet): Hey guys, how're you doing tonight?</i></p>
	<p>Q117C010, 17;10;53;26 Jerry pulls up to his computer. Q117C012, 17;11;58;18 Robert moves Jerry's left arm. Q117C020 Jerry looks at screen, CU</p>	<p>Q117C004, 17;01;17;14 <i>ROBERT: Me and my son Jerry we like to play video games pretty heavily.</i></p>
	<p>Q117C022, 17;21;57;00 Jerry & Robert play, 2-shot</p> <p>(Add ambient audio from clip Q117C013)</p> <p>Q117C013 Screen CU</p> <p>Q117C022, 17;21;57;00 Jerry & Robert play, 2-shot</p>	<p><i>SOT under: JERRY: Pilot 8-8.</i></p>

	VIDEO	AUDIO
	<p>Q112C030, 12;54;13;06 Jerry outside, close ups.</p> <p>Q112C031, 12;54;51;19 Jerry's left hand, CU</p>	<p>Q117C031, 17;29;06;13 <i>JERRY: I recently have lost mobility in my left arm and hand. I'm not able to move it very much.</i></p>
	<p>Robert explains modifications</p> <p>Lower Third:</p> <p>Jerry and Robert Book.</p>	<p>Q117C004, 17;01;24;14 <i>ROBERT: Jerry has spinal muscular atrophy and as his disease started to progress, Jerry couldn't push down on the keyboard keys anymore.</i></p>
	<p>Q117C027 Robert & Jerry play, 2-shot, WWS</p> <p>Q117C011 Jerry plays, CU</p>	<p>FOR JERRY BOOK – AND THOUSANDS OF OTHER DISABLED GAMERS – LIFE WITHOUT VIDEO GAMES IS JUST NOT AN OPTION.</p> <p>IN THAT RESPECT THEY'RE IN THE MAJORITY. TWO THIRDS OF U.S. FAMILIES ARE LIKELY TO END THEIR DAY PLAYING VIDEO GAMES. AND IN FULLY ONE FIFTH OF THESE FAMILIES, SOMEONE HAS A DISABILITY THAT MAKES IT DIFFICULT FOR THEM TO PLAY.</p> <p>IN JERRY'S CASE, THE SOLUTION REQUIRED A BIT OF DO-IT-YOURSELF ENGINEERING.</p>

	VIDEO	AUDIO
	Robert explains modifications	<p>Q117C005, 17;04;23;24 <i>ROBERT: OK. So what we've done here is we took four microswitches and we mounted them on a little cardboard tube and we stuck a longer rod for leverage. And we stuck a washer inside to take up the gap space. So when we pull this new joystick into the corners, we can actually individually click one button at a time, or we can click two simultaneously.</i></p>
	Robert explains modifications	<p>Q117C004, 17;02;38;12, WS <i>ROBERT: So instead of using the A and the F key to go forwards and backwards, he can now just A and F would be forward and reverse on this stick.</i></p>
	<p>Q117C015, 17;17;35;07 Jerry plays video game.</p>	<p><u>SOT under:</u> <i>MALE GAMER: Yeah, Daddy, Son kicked your butt!</i></p>
	Video game footage.	<p>BY PLAYING ONLINE WITH OTHER GAMERS, JERRY HAS FOUND A COMMUNITY.</p>
	Video game footage.	
	<p>Q117C013, 17;15;49;23 Jerry plays, CU</p> <p>Q117C013, 17;14;34;17 Jerry plays animatedly, OS.</p> <p>Q117C014, 17;16;43;28 Jerry's hands manipulate mouse and joystick, CU.</p> <p>Q117C019 Jerry moves joystick</p> <p>Jerry & Robert Book interview.</p>	<p>Q117C031, 17;32;42;03 <i>JERRY: Being able to play games is important to me cause it makes me feel like I'm everybody else. // And it also helps me with my skills myself. I'm more responsive, I'm able to even better control my chair because of what I can do with the game.</i></p> <p><i>G: And how good are you</i></p> <p><i>JERRY: I like to think I'm pretty good.</i></p>

	VIDEO	AUDIO
	<p>Q114C027, 14;18;35;08 Set-up shot for Game Developers Conference</p> <p>OTHER CONFERENCE SHOTS.</p>	<p>BUT IN A WORLD WITH SO FEW ALTERNATIVES, <u>BEING GOOD</u> SIMPLY ISN'T ENOUGH.</p> <p>DISABLED VIDEO GAMERS NEED HELP – HELP THAT HAS TO COME FROM GAME DEVELOPERS.</p>
		<p>AND AS THOUSANDS OF GAME DEVELOPERS FROM AROUND THE WORLD GATHER AT THEIR ANNUAL CONFERENCE IN SAN FRANCISCO, THE QUESTION STILL REMAINS: IS ANYONE LISTENING?</p>
		<p>WHEN THE DOORS OPEN, MOST ATTENDEES IMMEDIATELY FLOCK TO THE HOT NEW GAMES. IT'S CLEAR THAT GAME ACCESSIBILITY JUST ISN'T A PRIORITY FOR THIS \$7 BILLION INDUSTRY.</p> <p>BUT THERE <u>ARE</u> A FEW MAVERICKS WORKING TO CHANGE THAT.</p>
	<p>Reid Kimball interview</p> <p>CHYRON: Reid Kimball Game Accessibility Special Interest Group, International Game Developers Association</p>	<p><i>112/006</i></p> <p><i>REID: Making video games more accessible isn't very sexy, in a way, because what is very attractive to programmers are really hard challenges such as artificial intelligence or physics rendering.</i></p>

	VIDEO	AUDIO
	<p>Q114C044 XBOX 360 sign, CU</p> <p>Q115C006 Playstation 3 sign w man CU</p> <p>Q115C013 Wii sign, WS</p>	<p>POPULAR VIDEO GAME CONSOLES, SUCH AS MICROSOFT'S XBOX 360 AND SONY'S PLAYSTATION 3 OFFER CONTROLLERS WITH MULTIPLE BUTTONS AND COMPLEX COMMANDS.</p> <p>FOR MANY DISABLED PLAYERS, THESE RENDER THE GAME SYSTEMS USELESS.</p>
	<p>Pan of accessible controllers.</p>	<p>AT THIS POINT, DESIGNING FOR DISABLED GAMERS REMAINS THE DOMAIN OF HOBBYIST ENGINEERS. THIS CONTROLLER FOR QUADRIPLIGICS, FOR EXAMPLE, WAS MADE BY A RETIRED AEROSPACE ENGINEER IN MONTANA.</p>
	<p>Reid tries out quad controller</p>	<p>ALTHOUGH HE'S NOT A QUADRIPLIGIC, FRANCISCO GAME DEVELOPER REID KIMBALL WANTS TO SEE HOW WELL THE CONTROLLER WORKS.</p> <p>KIMBALL IS ONE OF THE DEVELOPERS PUSHING THE INDUSTRY TO THINK ABOUT DISABLED GAMERS.</p>
	<p>Reid explains the sip/puff quad controller.</p> <p>113/28 Reid plays a game using the quad controller, ECU.</p> <p>113/26 Reid plays a game using the quad controller, WS, OS.</p>	<p>Q113C023, 13;31;14;19 <i>REID: The quad controller helps people who can't use their hands the way you normally would on a normal controller. All of the functions are here accessible to the chin and the mouth. // There are different holes where you can either blow into the hole and do a different action, or you can sip from the hole and it will do another action.</i></p>
	<p>Reid interview</p>	<p>Q112C007, 12;33;02;13</p>

	VIDEO	AUDIO
		<i>REID: // A controller for a system like the XBOX 360 or Playstation 3, or Nintendo Wii, those controllers get millions of dollars of research put into them and dozens, or maybe hundreds of prototypes and I really saw that the same kind of attention needs to be brought to these accessible peripherals.</i>
	Doom 3 footage	<i><u>SOT under: Game character:</u> I don't know how I survived. Go for help.</i>
	112/011, 12;38;07;04 Reid plays video game, WS	KIMBALL'S INTEREST IN ACCESSIBILITY WAS KINDLED BY PERSONAL EXPERIENCE.
	112/011, 12;38;20;10 Reid's hearing aid CU Reid Kimball interview	Q112C002, 12;05;32;09 <i>REID: // I became hearing impaired when I was about 12 months old and I had spinal meningitis. // It's categorized as a severe hearing loss.</i>
	Reid Kimball interview	Q112C005, 12;16;31;03 <i>REID: One day I saw an internet post on some forums and someone wrote saying "I have a friend who's deaf and he can't play the game. Could anybody help?"</i>
	112/016, 12;44;12;11 Doom 3	<i><u>SOT under:</u> Hey you, up here, quick.</i>
	112/016, 12;44;12;11 Doom 3	THE GAME IN QUESTION WAS DOOM 3, A POPULAR "FIRST-PERSON SHOOTER" IN WHICH A SOLDIER TRIES TO DEFEND HIMSELF FROM CREEPY DEMONS ON MARS.
	112/016, 12;44;12;11 Doom 3	Q112C005, 12;16;52;13 <i>REID: A lot of people wrote back really nasty things saying "Doom 3 is a game all about sound. Deaf people shouldn't be</i>

	VIDEO	AUDIO
	Reid Kimball interview	<i>playing games. They should go, go do something else other than play games.”</i>
	112/016, 12;44;12;11 Doom 3 112/024 Reid CU	Q112C005, 12;17;16;24 <i>REID: So that really angered me // And it kind of energized me to do something about it. I wanted to prove these people wrong.</i>
	112/018 and/or 112/021 Closed captioning CU	REID CONTACTED THE PUBLISHER OF DOOM 3 AND ASKED FOR PERMISSION TO CLOSED-CAPTION THE GAME.
	112/018 and/or 112/021 Closed captioning CU	Q112C006, 12;19;36;19 <i>REID: They were really supportive of it. They even sent me Excel spreadsheets that had a listing of all the sound files and the dialogue. So that really helped me to make sure that I was getting all of the sounds and the correct captions.</i>
	112/016, 12;44;47;15 Steps on screen	<u>SOT under: Game character:</u> <i>Be careful. I don't know what's in there.</i>
	112/016, 12;44;47;15 Steps on screen 112/016, 12;44;47;15 Steps on screen	Q112C002, 12;07;35;05 <i>REID: Sounds are very important for video games because // sound could come from threats in the environment that could harm the player in some way that the player needs to know to avoid.</i>
	Reid explains importance of caption. 112/016, 12;44;47;15 Steps on screen	112/015, 12;42;36;18 <i>Reid: So I know that something else is out there because I'm seeing this red text and red means a threat to the player.</i>
	112/015 Reid plays, WS. 112/011	SINCE KIMBALL POSTED IT, THE CLOSED-CAPTIONED VERSION OF DOOM 3 HAS BEEN DOWNLOADED

	VIDEO	AUDIO
	<p>Mouse, hand cutaways</p> <p>112/012, 12;39;42;17 Title: Doom 3 CCReid explains importance of caption.</p>	<p>19,000 TIMES.</p>
	<p>Conference. Game developers go up escalators.</p>	<p>ANOTHER GAME, HALF LIFE 2, HAS ALSO BEEN CLOSED-CAPTIONED. BUT KIMBALL IS HUNGRY FOR MORE.</p>
	<p>113/002, 13;00;30;00 Reid watches Eitan play</p> <p>113/018, 13;26;33;29 Game arcade</p> <p>Conference. Game developers go up escalators.</p>	<p>TO GET THEIR COLLEAGUES' ATTENTION, KIMBALL AND HIS GROUP HAVE SET UP A GAME ARCADE TO SHOW OFF ACCESSIBLE GAMES AND TECHNOLOGIES.</p> <p>BUT THE FIRST STOP IS A GAME THAT - RATHER THAN BEING <u>EASIER</u> TO PLAY, IS <u>IMPOSSIBLE</u> TO PLAY.</p>
	<p>113/002, 13;01;42;04 Eitan plays the Inaccessible game. 113/002, 13;00;30;00 Reid watches Eitan play</p> <p>113/018, 13;26;33;29 Game arcade</p>	<p><i><u>SOT under:</u> EITAN: Oh my God, this makes you feel like you're going crazy.</i></p>
	<p>113/002, 13;00;20;10 Dimitris Grammenos takes a photo of a player playing his game.</p> <p>113/014, 13;23;22;11 Dimitris plays Level 16, which has psychedelic colors.</p> <p>113/005, 13;04;22;06 Eitan tries to press the right key combination.</p>	<p>RESEARCHER DIMITRIS GRAMMENOS HAS CREATED A GAME THAT HELPS ABLE-BODIED PLAYERS EXPERIENCE FOR THEMSELVES THE OBSTACLES DISABLED PEOPLE FACE.</p> <p>THIS INACCESSIBLE GAME DEMONSTRATES HOW BUSY SCREEN GRAPHICS MAKE IT HARD FOR PLAYERS WITH VISUAL IMPAIRMENTS. IT ALSO SHOWS HOW COMPLEX KEY COMBINATIONS CAN MAKE A GAME</p>

	VIDEO	AUDIO
	<p>113/002, 13;01;42;04 Eitan plays the Inaccessible game.</p>	<p>UNPLAYABLE.</p>
	<p>113/033, 13/46/25/12 Ethan plays his game, MS</p> <p>113/034 “Zombies Ate My Peoples” title on screen, CU</p> <p><u>PRONOUNCIATION:</u> <u>LEE-vee’s</u></p>	<p>ONE WAY AROUND THE “COMPLEX CONTROLLER” PROBLEM IS TO SIMPLIFY THE ACTUAL GAME PLAY. THAT’S THE IDEA BEHIND SAN FRANCISCO GAME DESIGNER ETHAN LEVY’S (LEE-VEE’S) GAME “ZOMBIES ATE MY PEOPLES.”</p>
	<p>Ethan Levy interview</p> <p>NO CHYRON NEEDED.</p> <p>113/035, 13;47;59;14 Ethan’s hand, zoom out to screen.</p> <p>113/035, 13;47;46;16 Towers fire, message comes on screen</p> <p>113/034, 13;47;02;03 Ethan’s hand, CU</p>	<p>Q113 CLIP # C0033, 13;42;44;17 <i>ETHAN LEVY: My goal was to make a game that you could play with just one button or an on and off switch that allowed for a lot of strategic depth of game play. It would feel action packed, but not require the kind of action... beat ‘em up game would. // And what’s nice about this is I don’t have to tell any of the towers to aim. I don’t have to manage their resources or anything. It’s just once I build it, they’ll do their job and the zombies I don’t have to control at all, either. They’ll just always walk on this path.</i></p>
		<p>KIMBALL’S GROUP IS TOPPING OFF ITS EFFORTS AT THE CONFERENCE WITH A CONTEST.</p> <p>THEY’VE INVITED FIVE TOP DESIGNERS TO CREATE PITCH A GAME IDEA FOR QUADRIPLEGIC GAMERS.</p>

	VIDEO	AUDIO
		<p>Q115C034, 15;41;49;22 <i>SOT under: Michelle Hinn: This has been a long and crazy journey to get to the season finale of Accessibility Idol.</i></p>
	<p>115/038 Participants look towards podium.</p> <p>115/038 Participants look towards podium.Reid Kimball interview</p>	<p>IN A SPOOF OF THE POPULAR TELEVISION TALENT SHOW “AMERICAN IDOL,” THEY’VE CALLED THE EVENT “ACCESSIBILITY IDOL.”</p> <p>THE PARTICIPANTS PRESENT THEIR CONCEPTS TO THE JUDGES...</p>
	Ernest Adams	<p>Q115C041, 16;03;04;13 <i>ERNEST ADAMS: What we have here folks is an alternative reality 3-D combat flight simulator based on airships.</i></p>
	<p>115/038 Participants look towards podium.Reid Kimball interview</p>	<p>Q116C006, 16;21;15;21 <i>Sheri Graner Ray: In the world of Dragon Master, dragon hatchlings imprint upon the very first person they see.</i></p>
	Reid Kimball interview	<p>Q116C014, 16;34;31;11 <i>NOAH FALSTEIN: This is a game that has three different races battling in a multiplayer kind of thing.</i></p>
	<p>115/038 <i>Participants look towards podium. Reid Kimball interview</i></p>	<p>WHEN IT COMES TIME TO COUNT THE VOTES, THE NUMBERS AREN’T QUITE AT “AMERICAN IDOL” LEVELS.</p>
	Sheri Graner Ray bows.	<p>Q116C019, 16;59;22;23 <i>MICHELLE: Hands for the Hindenburg? Dragons! (APPLAUSE). It looks like Dragons are our winner.</i></p>
	Sheri Graner Ray talks with other developers.	<p>FOR GAME DESIGNER SHERI GRANER</p>

	VIDEO	AUDIO
		<p>RAY, WHO'S WORKED FOR THE LIKES OF SONY ONLINE ENTERTAINMENT AND ELECTRONIC ARTS, THE CONTEST HELPED TO FOCUS HER ON <u>HOW</u> TO MAKE VIDEO GAMES THAT ARE ACCESSIBLE TO ALL.</p>
	<p>Sheri Graner Ray interview</p> <p>CHYRON: Sheri Graner Ray Game Designer</p>	<p>116/023 <i>Sheri Graner Ray: I wasn't so interested in designing a game for somebody who was quadriplegic. I was much more interested in designing a game that was accessible to a lot of people, including someone who was quadriplegic.</i></p>
	<p>Noah Falstein climbs to the podium.</p>	<p>ANOTHER CONTESTANT, VIDEO GAME PIONEER NOAH FALSTEIN, DOESN'T THINK THE SOLUTION WILL COME FROM WITHIN THE INDUSTRY.</p>
	<p>Noah Falstein interview</p> <p>CHYRON: Noah Falstein Game Designer</p>	<p>115/020, 15;32;59;02 <i>NOAH FALSTEIN: I do think that from a commercial standpoint it's going to be near impossible to get big commercial companies interested in doing a lot at the disability level. But there are many philanthropic organizations or governmental organizations that have been providing money for serious game projects and I think accessibility is one of those issues that just lends itself very well.</i></p>
	<p>117/027, 17;24;53;02 Robert & Jerry play, WWS</p> <p>117/C019 Joystick, CU</p> <p>117/028, 17;25;55;22</p>	<p>WHETHER THE SOLUTIONS COME FROM THE GAME INDUSTRY OR ELSEWHERE, JERRY AND HIS FATHER ROBERT KNOW MANY DISABLED GAMERS WHO STAND TO BENEFIT.</p>

	VIDEO	AUDIO
	Robert & Jerry play, sign off	
	Robert interview	Q117C032, 17;39;21;01 <i>ROBERT: We meet with hundreds and hundreds of people every year and a lot of them do try to use their computer or games and find it extremely hard. So I think that if people can get together and make better joysticks or apparatuses or key assigning, there's a whole market out there of other people who could really benefit from that.</i>
	117/028, 17;25;55;22 Robert & Jerry play, sign off	<i>ROBERT: Ok, guys, we'll see you later. Thank you very much.</i>