

RPG Research Volunteer Training Meeting Outline

RPG Researchers

RPG-021-0101 Introduction to RPG Accessibility Part 2: Visually Impaired/Blind, & Aphantasia

Revision 20200529c

Sunday Schedule Outline:

--- 12:30 pm START ----

12:30 pm to 12:45 pm - RPG/GM Level 1-2 Quiz

12:45 pm to 12:55 pm - RPG Quiz review (just give the answers without discussion)

12:55 pm to 1:55 pm - Applied Gaming Part 1 – GM1-2 (1 hour)

1:55 pm to 2:00 pm - Break - physically move

2:00 pm to 2:20 pm - RPG Theory lecture

2:20 pm to 2:40 pm - Tools & Skills lecture & application

2:40 pm to 2:45 pm - Break

2:45 pm to 3:45 pm - Applied Gaming Part 2 – GM1-2 (1+ hour)

3:45 pm to 3:55 pm - Feedback/review

3:55 pm to 4:00 pm - Break

4:00 pm to 4:10 pm - RPG Quiz Redux (if no TR students then 4:15 to 4:25)

4:10 pm to 4:20 pm - RPG Quiz Redux review (if no TR students then 4:25 pm to 4:30 pm)

4:20 pm to 4:30 pm - Therapeutic Recreation Quiz & Review. (else buffer time if no TR students)

--- 4:30 pm END ---

4:30 pm - end broadcast - most people leave

4:30 pm to 4:40 pm - post-production functions

4:40 pm to 4:50 pm - final clean up, shut down, lights out, etc.

Monday Schedule Outline:

--- 6:30 pm START MEETING ---

6:30 pm to 6:45 pm – RPG/GM Level 1-2 Quiz

6:45 pm to 6:55 pm - RPG Quiz review

6:55 pm to 7:55 pm - Applied Gaming part 1 – GM1-2 (1 hour)

7:55 pm to 8:00 pm - Break

8:00 pm to 8:20 pm - Theory lecture & discussion

8:20 pm to 8:40 pm - Tools & Skills training

8:40 pm to 8:45 pm - Break

8:45 pm to 9:45 pm - Applied Gaming part 2 – GM1-2 (1+ hour)

9:45 pm to 9:55 pm - Feedback/review

9:55 pm to 10:00 pm - Break

10:00 pm to 10:05 pm - RPG Quiz Redux (if no TR students then 10:15 to 10:25)

10:05 pm to 10:15 pm - RPG Quiz Redux review (if no T students then 10:25 to 10:30)

10:15 pm to 10:30 pm - Therapeutic Recreation Quiz & review (else buffer time if no TR students)

--- 9:30 pm END MEETING ---

10:30 pm - end broadcast - most people leave

10:30 pm to 10:40 pm - post-production functions

10:40 pm to 10:50 pm - final clean up, shut down, lights out, etc.

Saturday Schedule Outline:

1. --- 7:30 am START ----
2. 7:30 pm to 7:35 am - Quiz
3. 7:35 am to 7:40 am - Quiz
4. 7:40 am to 8:55 am - Applied Gaming
5. 8:55 am to 9:00 am - Break - physically move
6. 9:00 am to 9:30 am - Theory lecture
7. 9:30 am to 9:55 am – Tools, tips, & tricks of the trade
8. 9:55 am to 10:00 am - Break
9. 10:00 am to 11:15 am - Applied Gaming Part 2
10. 11:15 am to 11:25 am - Quiz Redux
11. 11:25 am to 11:30 am – TR Quiz (optional if any TR Students or CTRS)
12. --- 11:30 am END --

Schedule Details

Baseline Quiz

Applied Gaming

BFRPG Character Generation (if needed).

BRPG: Gold in the Hills

Break - physically move

Lecture

Lecture , theory, & discussion topic: Accessibility in Gaming: Focus on considerations for people with differences in visual capabilities, including but not limited to:

- Dyslexia
- Visual impairments, color blindness, blindness, etc.
- Aphantasia

Tips & Tricks

Discuss theater of the mind, useful, good, but major accessibility issue, especially for those with Aphantasia.

Discuss and demonstrate visual aid tools to address Aphantasia (versus Theater of the mind).

- Whiteboard
- Battlemat
- Tokens
- Miniatures
- Maps
- Terrain
- images, projections, screens (keeping in mind immersion detriment to tech), etc.
- Virtual Table Tops
- etc.

Applied Gaming

BFRPG : Gold in the Hills continued.

RPG Quiz review (just give the answers without discussion)

Quickly go over the correct answers. Will not discuss the answers at this time. Will discuss later in the meeting to help with the store/recall accessible/available cuing concepts.

Quiz Retake

A short quiz relevant to this sessions lecture topic.

For now this will be verbal/written. Later will be using the RPG.Education platform.

To help with the testing effect concepts.

Quiz Question / Lecture Notes

1. Question: To increase readability, especially for people with dyslexia, visual impairments, and other reading considerations what font style is recommended? (Hint, it is NOT the dyslexic font).

Answer:

Sans aka Sans serif, is best, avoid serifs. Try to go with the cleanest font possible that doesn't have too many letters that look similar. Dyslexic font is generally not helpful to at least 50% of people with dyslexia.

Additional Lecture Notes:

2. Question: In addition to font style, what are 3 other adjustments you can make to improve readability of the text itself.

Answer:

1. Font size (our BFRPG version we are going with minimum 18 font).
2. Larger kerning (space between letters).
3. Font shapes are distinctive to reduce difficulty differentiating (examples of problematic shapes for example: the number one "1" and lower case letter L "l").

Serif example: 1 l (one and L).

Additional Lecture Notes:

A clean sans serif font with wide kerning (spacing), and a font with distinctly different letter shapes that are less likely to blend tend to be the most helpful.

3. Question: Besides font styles & formatting, what are some other key layout considerations to improve readability of documents, rulebooks, character sheets, etc. for people with dyslexia or visual impairments?

Answer:

- High contrast between font and background. High contrast dark text on white background better than light font on dark background.
- Avoid watermarks, artwork, or textures behind any text.
- Avoid too much page clutter and complex lines/imagery too close together, you want large spacing between elements.
- Diagrams can be difficult for dyslexics to some extent, generally unless they are made VI, they can be not very helpful VI. Can be helpful to put all the diagrams on one page, and the text on the opposite facing page.

Additional Lecture Notes:

(Black font on white background much better than inverse (example of why black background not as good, see Star Trek Adventures books.

4. Question: Besides RPG Research & RPG Therapeutics, what is the name, and website, of another nonprofit organization specializing in improving accessibility in tabletop gaming? Hint: This organization is especially known for braille dice, braille D&D player's handbook, etc.

Answer:

The Dots RPG Project. <https://www.dotsrpg.org/>

Additional Lecture Notes:

Incorporated as a non-profit 501(c)3 in Delaware, with the founders in New York. Includes executive staff/board member who is blind.

Donations support printing, and giving away for free, braille dice to those who need them most.

5. Question: Besides rpgresearch.com, what is a good website to go to for a general list of accessible gaming resources?

Answer:

accessiblerpg.com

Additional Lecture Notes:

These may be in transition, be patient as we clean them.

6. Question: What is a good website to go to specifically for Deaf, Hard of Hearing, and others that want to incorporate sign language into role-playing games?

Answer:

aslrpg.com

Additional Lecture Notes:

These may be in transition, be patient as we clean them.

7. Question: What is a good way to prepare your game to be more accessible for participants when you have the opportunity to know your players before the session (this is difficult to apply to PUGs).

Answer:

Pre-game accessibility questionnaire. (Can include with consent questionnaire documents).

Additional Lecture Notes:

Facilities accessibility inspection checklist

8. Question: When considering running a public gaming event, including conventions, what is a very important task to undertake well in advance of the event?

Answer:

Facilities accessibility inspection as part of the site inspection.

Additional Lecture Notes:

Perform facilities inspection, using the example event accessibility checklist. Example provided on accessiblerpg.com

Spocon Accessibility convention example checklist:

<https://w3.rpgresearch.com/research/populations/accessibility-inclusiveness/spocon-accessibility-page-20170811h-with-site-inspection-notes-integrated.pdf/view>

9. Question: What is the name of the fantasy TRPG using an enhanced old-school basic system, freely available for download, and inexpensively available for print, that now also has accessible character sheets, thanks to RPG Research. And since they provide the source LibreOffice Writer .odt files, we are working on better screenreading and braille versions. What is the name of the game, the acronym, and the website?

Answer:

- Basic Fantasy Role-Playing Game (BFRPG).
- Basicfantasy.org

Additional Lecture Notes:

10. Question: What are some digital *technological* options to provide gaming materials and role-playing gaming for people with visual impairments/blindness?

Answer:

- Screen reader (text to speech) software on smartphones, tablets, etc.
- Audio Role-Playing Games (ARPGs)

Additional Lecture Notes:

(we covered these a little previously, we can cover a little more this session, such as Wizards Choice, and what works and is problematic about it).

Raw notes

References