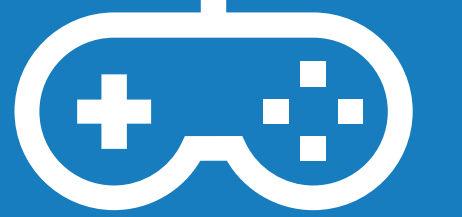


ONE SPECIAL DAY



# UPDATE

How your support is changing  
lives across the world

 **SpecialEffect**<sup>®</sup>  
*The gamers' charity*



# £660k worldwide impact

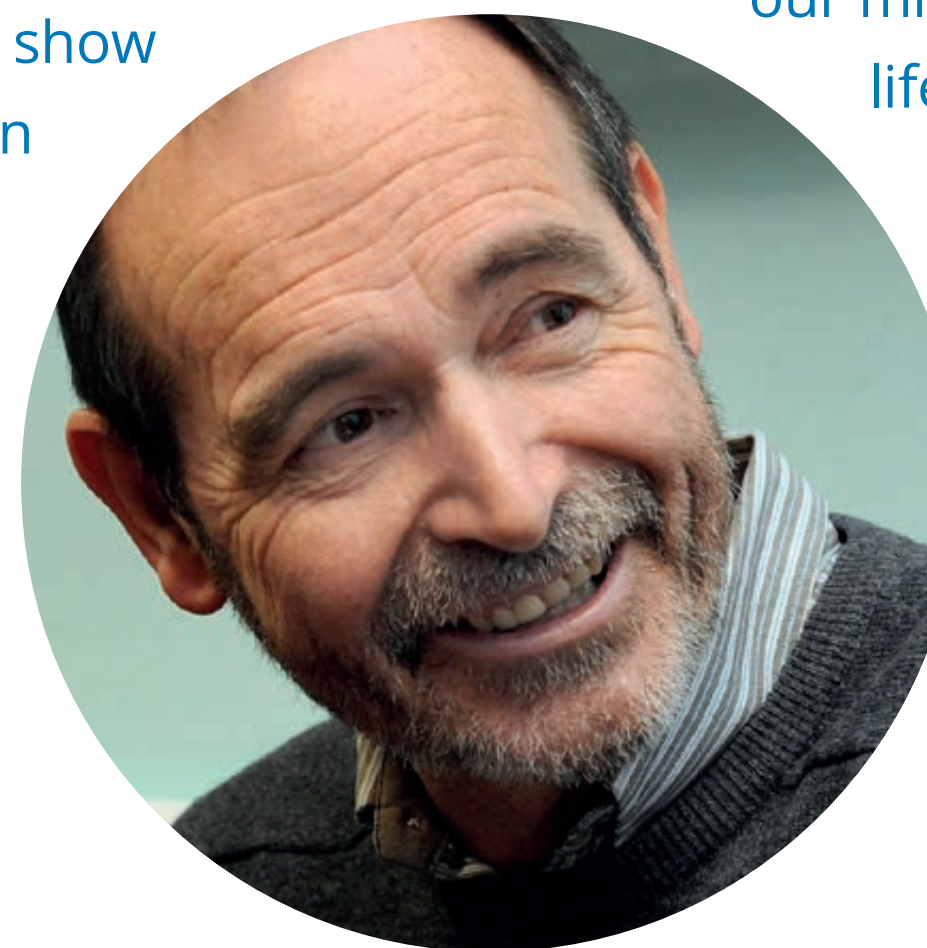
Your One Special Day support raised over £660,000 to help thousands of people every year who ask for our assistance.

**On 7 October last year, you changed the lives of thousands of people across the world.**

Over 90 companies from the games industry united to support SpecialEffect and show the world that every game really can matter.

Donations derived from on-the-day sales income of mobile and PC games, alongside a variety of innovative company-driven fundraising challenges, were raised by you, our industry partners.

It's difficult to put into words just how grateful and humbled we are. Your immense generosity throughout the campaign, especially during this time of global economic uncertainty, will be vital in enabling us to meet the ever-growing number of support requests from gamers with physical challenges. Just as importantly, it will also let us help developers all over the world to make their games more accessible to all.



“It's difficult to put into words just how grateful and humbled we are.”

Dr Mick Donegan, Founder and CEO of SpecialEffect

We're continuing to experience an upturn in demand for all our services, and all the funds that you've raised during One Special Day will be a huge boost in our mission to enrich inclusion and quality of life for people with physical disabilities.

We hope you enjoy this brief overview of how your generosity is having an impact at every level; individual, regional and global. It's work that's demanding specialism, integrity and determination from the team here at SpecialEffect, and we won't be wasting a penny, cent etc of your donations in pursuit of our mission.

As you know, we don't charge for any of our services so we're reliant on ongoing support to keep our help flowing. This year's One Special Day takes place on Friday 6 October, and if you'd like to join us again in showing the world just how

powerful games can be as a force for good, please get in touch with Nick Streeter or Liam Lawler at the charity. We'd love to welcome you again for one very, very special day.



# Game On

Meet three of the amazing gamers who are playing to their strengths thanks to your One Special Day support

## Tiago

Our help has inspired him to aim for a career in game development.

Your support has enabled us to empower Tiago to chase his gaming dreams since he was five. His cerebral palsy means that he struggles to use a standard controller, but with the help of our specialist assessment team adapting his gaming setup to meet his changing abilities, he's been able to experience the magic of gaming using a range of accessible switches, joysticks and gaze control. He now studies Game Development at college.

*"The support from SpecialEffect as I've grown up has helped me by adapting how I game. I'm able to access a wider range of games and I can play with my friends. I feel exhilarated about playing as I'm not restricted in what I can do, whereas in real life I am."*

*"If I hadn't had the chance to game and be involved with SpecialEffect, I wouldn't be in my Game Development and Coding course at college – it opened my eyes to what I can actually do!"*

**Find out more: [bit.ly/3Noo9y0](https://bit.ly/3Noo9y0)**



*Top: Tiago's first assessment at the age of five, Bottom: Tiago exploring eye-controlled gaming at SpecialEffect earlier this year.*



# Bethany

Your support has changed  
Bethany's world forever

Bethany's mum was worried that her daughter's cerebral palsy would prevent her from enjoying games like all her friends, but an adapted gaming setup recommended by our specialist assessment team has been transformational.

*"This world opens up," said her mum. "There's somebody so positive who's telling you that there's these amazing things that could be tailored to what your child needs. You're kind of just blown away. She's doing exactly as her friends are doing, but in her own way with a setup that's specific to her."*

**Find out more at [bit.ly/446xaD8](https://bit.ly/446xaD8)**



# Paul

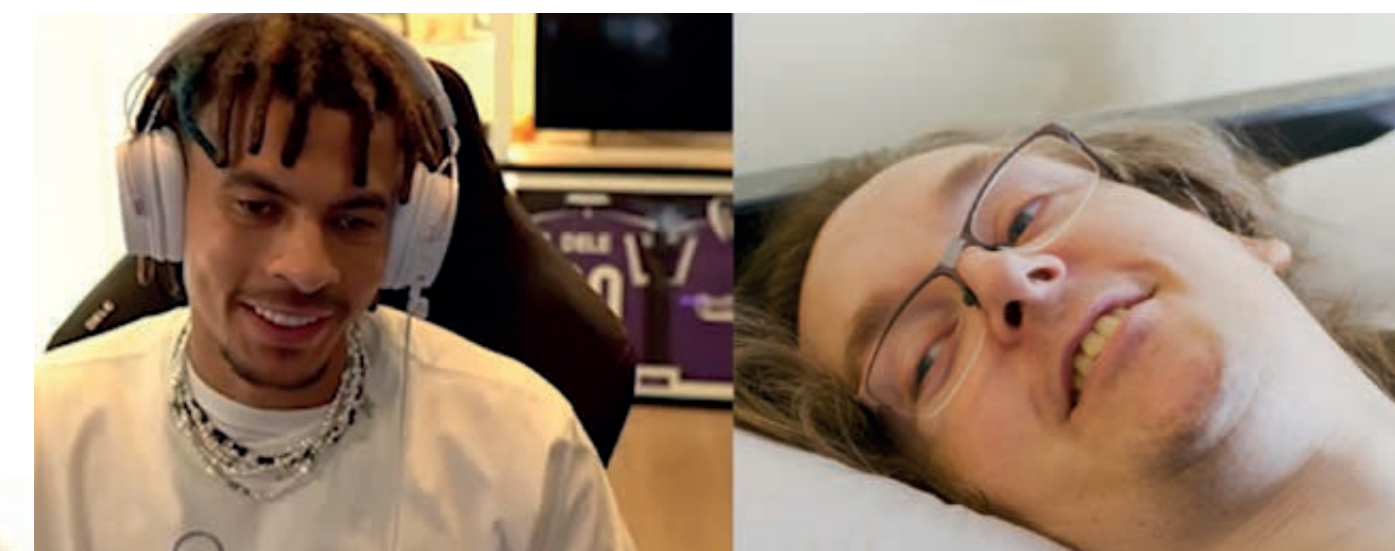
"It's much better than any medicine I've been prescribed."

Paul's spinal injury severely restricts his movements, but his gaming experience was revolutionised after he discovered a video on our **gameaccess.info** website about using voice control for gaming. *"I had given up hope of playing as I never thought I'd be able to keep up," said Paul. "I stumbled across your video and it changed my life."*

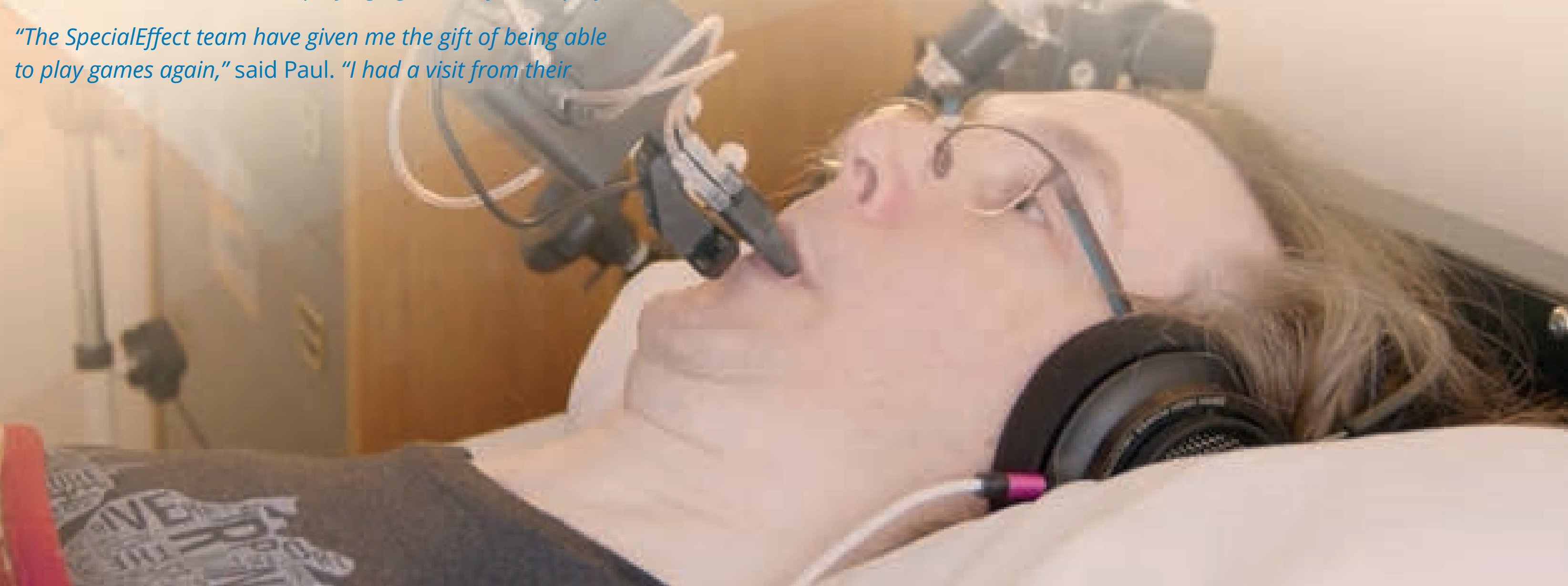
He's progressed onto using a specialised mouth controller, and in 2022-23 season it enabled him to match up against England international footballer Dele Ali on a level gaming playing field in FIFA.

*"He's a huge inspiration," said Dele, "When you're gaming you don't always see who's on the other end. If I was on a different team it would have been like playing against any other player."*

*"The SpecialEffect team have given me the gift of being able to play games again," said Paul. "I had a visit from their*



*specialist assessment team who introduced me to using sip/puff equipment for gaming, and after that via the Quadstick. It's led to me spending hours with friends chatting whilst playing, when previously I spent those hours alone. It's much better than any medicine I've been prescribed."* **Find out more: [bit.ly/3CQBTfZ](https://bit.ly/3CQBTfZ)**





# Worldwide impact 2022-23

First-hand experience,  
international impact. Everything  
that our specialist assessment  
team learns from supporting  
the lifelong individual needs of  
people in the UK is disseminated  
worldwide so that thousands of  
others can benefit.

**Video Game Access**  
**+5%** annual increase  
in assessments

**Games  
Industry DevKit**  
Full localisation in **4** languages  
**62k+** worldwide  
visits

**StarGaze**  
**+18%** annual increase  
in support

**Games  
Industry Support**  
Ongoing free accessibility advice and  
guidance for companies including  
**Sony, Microsoft and many more**

**Equipment Loans**  
**+12%** annual increase  
in loans

**BubbleBusters**  
Over **50** families currently helped  
**+50%** annual increase  
in our support

**gameaccess.info**  
multi-language site support  
**170k** views from  
**203** countries

**Eye Gaze Games**  
accessed in **40+** countries

**EyeMine**  
**3500+** worldwide  
downloads



# SpecialEffect DevKit

2022 saw the launch of the new SpecialEffect DevKit, a ground-breaking free resource created for game developers looking to improve the motor accessibility of their games from the outset.



Drawn from our years of practical experience working directly with physically disabled players, the SpecialEffect DevKit offers over 40 videos packed with accessibility principles, best-practice suggestions, and examples of the work that developers have already done to create innovative ways of accessing games.

We've recently announced the localisation of our DevKit videos in French, Japanese, Spanish and German, and we're looking forward to further expanding the availability of languages to maximise the global impact of this essential resource for developers across the world.

The DevKit has been received incredibly positively and is already being used by developers across the world, from indies to AAA studios.

*SpecialEffect are leading the way in guiding developers to think about the wider audience"*

TED TIMMINS, RAVEN SOFTWARE

<https://specialeffectdevkit.info>





# Eye Gaze Games

Work on our groundbreaking Eye Gaze Games website continues, with new games and a rebuild of the site for even greater accessibility.

[www.eyegazegames.com](http://www.eyegazegames.com)

More games, better play. There are now 13 free-to-play browser-based games in the suite, all designed to be playable with the widest-possible range of accessible control devices, including eye-tracking. The website, now localised into four additional languages, serves as a model of inclusive design, with a focus on enabling those with severe mobility impairments to play on a level playing field - a potential audience of tens of thousands worldwide.



## EyeMine: Looking at the future

Visitors to the Smithsonian Museum's *Futures* exhibition in Washington in 2022 were able to experience the inclusivity potential of playing Minecraft using eye movement alone. We created an exhibition-specific version of our free **EyeMine** software to give the largest possible number of visitors that "Wait... What?!" experience of eye-controlled gaming. **Find out more about EyeMine: [bit.ly/39NHJ3u](http://bit.ly/39NHJ3u)**





# BubbleBusters

Our BubbleBusters project has continued to reconnect those in medical isolation with education, family and friends

Emily was studying Biomedical Science at the University of Warwick when illness forced her to temporarily withdraw during her second year. We worked with Emily and the university to introduce a mobile telepresence robot that gave her the opportunity to finish her degree by attending and presenting at lectures and tutorials. Crucially, it also gave her access to and interaction with the laboratory-based course elements that wouldn't otherwise have been possible.

*"I wanted my degree to be as authentic as possible and to gain the same skills as my peers," said Emily. "Without the robot I truly don't know if I would have been able to do this Integrated Masters year. Luckily the robots came along and saved the day!"*

**Discover more at [bit.ly/3MN4x7r](https://bit.ly/3MN4x7r)**

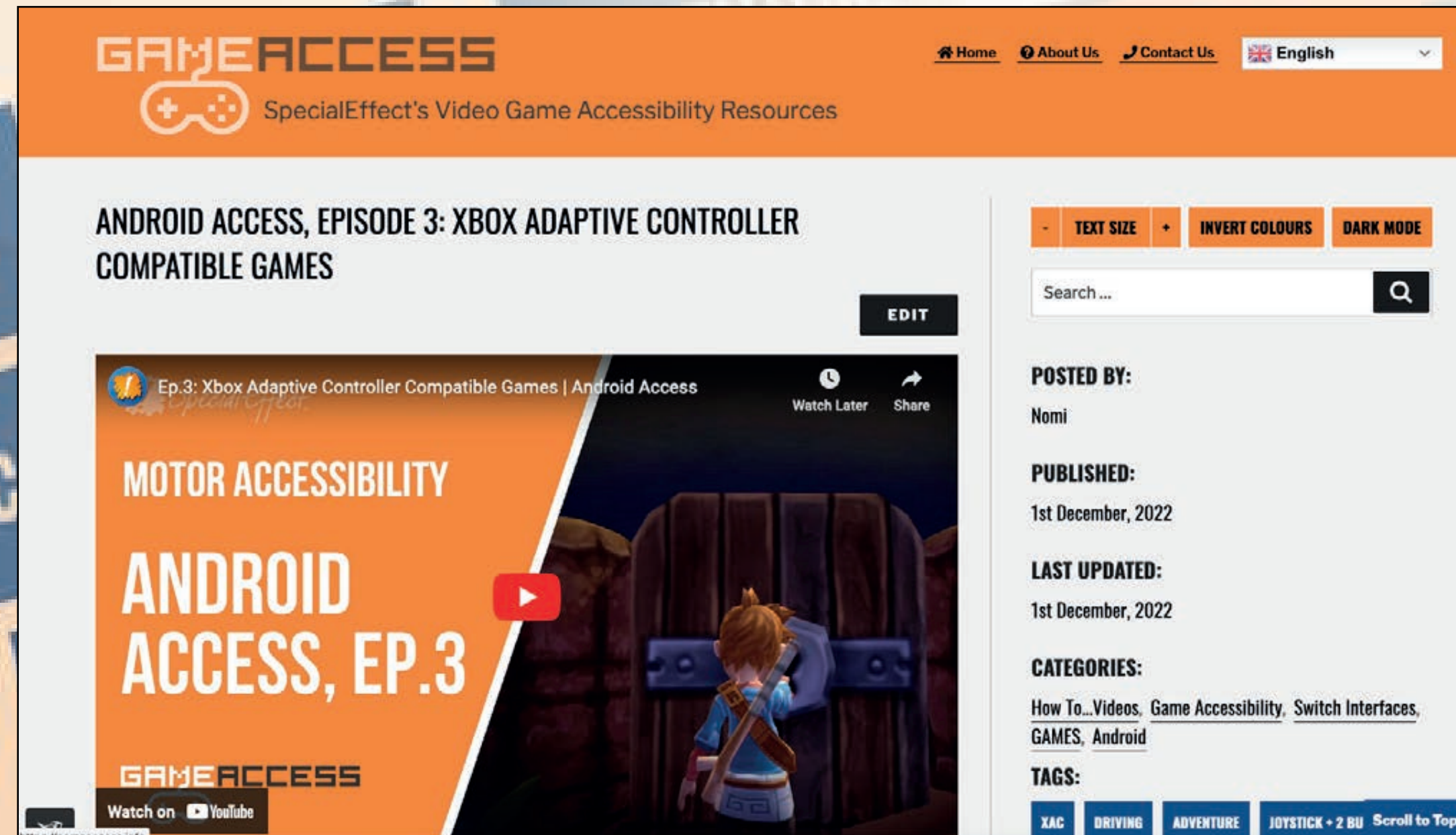
## Back in the classroom

Your support has helped us to support 50% more BubbleBuster children to 'return to school' via small, friendly, home-controlled desktop robots that place the child's eyes, ears and voice right back into the classroom and playground. Over 50 of these characterful AV1 telepresent robots are providing reconnections that overcome loneliness, reunite friends and rekindle access to education. **Find out more: [bit.ly/3HSvC4g](https://bit.ly/3HSvC4g)**





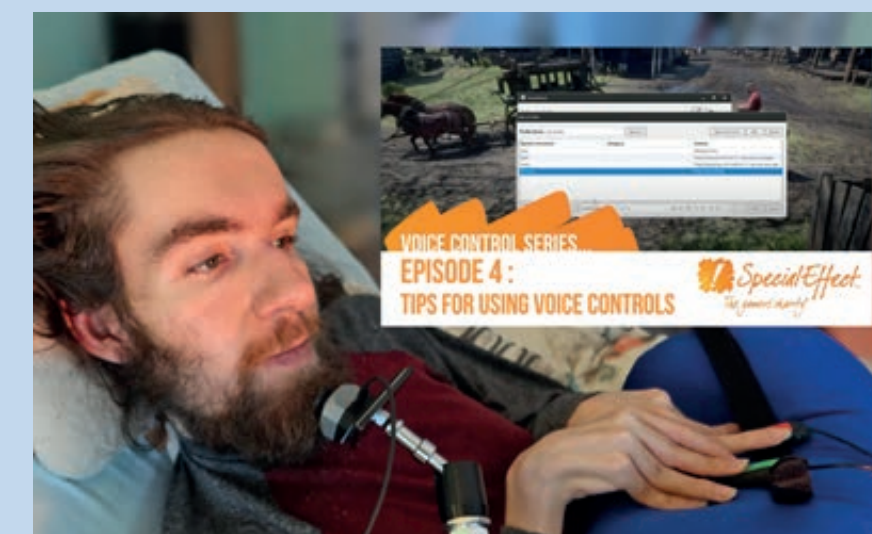
# gameaccess.info



We've been extending our globally available insight and information knowledgebase about many of the accessible gaming tips, technology and techniques that matter.

Our Technical and Assessment Teams have continued to combine their extensive gaming knowledge and years of practical experience to expand the range of motor accessibility guides to the games that our beneficiaries are interested in playing, along with other popular major titles. Games covered in the last year include FIFA 23, Forza Horizon, Far Cry 6, Guardians of the Galaxy and Halo Infinite.

As well as the game-specific posts, last year the team provided a range of articles that threw light on a whole range of relevant access software and technology, including a three-part series on Android accessibility and a deep dive six-episode beginners guide into using voice controls for gaming.



Our specialist assessment team devised a setup for Christopher that consists of a chin-controlled joystick, two finger switches and a comprehensive set of voice control commands. It's proving to be a game-changer, and after further support the family were able to increase the number of voice commands themselves. **Find out more: [bit.ly/46pzxSW](https://bit.ly/46pzxSW)**



A photograph of the StarGaze team in a hospital room. A man lies in a hospital bed, using a StarGaze eye-tracking device. Three team members stand around him: a woman on the left holding a tablet, a man in blue scrubs in the center, and a woman on the right wearing a face mask. The background shows hospital equipment and windows.

# StarGaze

Introducing technology when it matters most – to bring communication, independence and hope for people in intensive care units and beyond following a severe injury or illness.

*"I'll never forget what the team did for me. It gave me back the first little bit of independence and control over my life. I can't express what a difference it made."*

EYE GAZE BENEFICIARY

As news of the positive impact of our unique StarGaze service spread, we expanded our capacity to meet the large increase in requests for help. As a result we were able to make nearly 20% more visits and support calls to hospitals and rehabilitation centres across the UK.

The StarGaze team is well-received and valued by the healthcare staff. There's often welcome surprise, firstly that patients are getting an opportunity to benefit from technology that staff haven't necessarily had the opportunity to see or learn about, and secondly at the lifelong level of follow-up support that we're able to offer.

**Discover more at [bit.ly/3leYTqn](https://bit.ly/3leYTqn)**



# THANK YOU

We simply couldn't achieve this level of ongoing positive impact without your support.

Join us again in October and let's show the world how games can change lives.

## ONE SPECIAL DAY

FRIDAY 6 OCTOBER 2023



[nick@specialeffect.org.uk](mailto:nick@specialeffect.org.uk) or [liam@specialeffect.org.uk](mailto:liam@specialeffect.org.uk)  
[www.onespecialday.org.uk](http://www.onespecialday.org.uk)

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Units 9-12, Southill Business Park, Cornbury Park, Charlbury, Oxfordshire OX7 3EW  
[www.specialeffect.org.uk](http://www.specialeffect.org.uk)