

ONE SPECIAL DAY


UPDATESUMMER24

How your support
is changing lives
across the world



Special Effect[®]
The gamers' charity



"The SpecialEffect team has brought enjoyment, inclusion and a quality of life to people with physical disabilities who might otherwise have been excluded from the joy of playing games."

- Sir Ian Livingstone

Home visits

5x annual increase
in support visits

Loan equipment

+50% annual increase
in shipments

Enquiries

+8% annual
increase

All over the world

Your One Special Day support continues to bring gaming joy to people with physical disabilities across the globe.



Never underestimate the worldwide impact of your commitment to helping make video games more accessible for disabled gamers.

In the last few months it's been an honour for us to meet so many of you in person to share the knowledge and solutions that we've gained first-hand through our work with disabled gamers.

It's been equally fantastic to hear about the latest innovations that you're

developing to overcome the challenges facing players with additional control challenges. These are genuinely exciting times for gaming accessibility, and we're proud to be collaborating with you as catalysts in driving and informing change in studios across the world.



That's only been possible because of your immensely generous support, and I'd like to thank you again for your fellowship with us over the years. You've embraced SpecialEffect both as colleagues and friends, and together we're making a real difference to the quality of life of disabled people all over the world by welcoming them to the magical world of video games.

“I'm sure that the best is yet to come.”

There is much more to do, but in partnership with you, I'm sure that the best is yet to come.

A handwritten signature in black ink, which appears to read "Mick Donegan".

Dr Mick Donegan, Founder and CEO of SpecialEffect

A young boy with cerebral palsy is sitting in a wheelchair, smiling and looking towards the camera. He is wearing a white long-sleeved shirt and a black safety harness. In front of him, on a dark table, is a custom-built white game controller with two large black touchpads and a prominent black directional pad. The background shows a wooden floor and a window with bright light.

Let's play!

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

Back in the game

Buzz has cerebral palsy and finds coordinating his hands and arms difficult. Our Specialist Assessment Team helped him to play gaze-controlled games, and created a setup with a large button switch that lets him boss the accelerator in Mario Kart!

Brenda

Is there an age limit for our help? No - meet Brenda!

We're continuing to support Brenda, who's overjoyed to be back playing Legend of Zelda thanks to an adapted controller setup created by our assessment team. Her multiple sclerosis had meant using a standard controller to play hadn't been possible for a long while.

Our team worked with her to unlock the best of her gaming abilities with a large joystick complemented by seven button switches, carefully positioned and secured to give her the controls she needed to play Link's Awakening.



Maxine

A stick-swap with a difference unlocks Max's gaming potential

Our specialist assessment team have helped foot-control expert Max to discover just the right combination of equipment and positioning for controlling joysticks with her hands as well as her feet.

Max's movements were limited by her cerebral palsy but her flying feet had enabled her to begin gaming. She wanted to play more complex titles so our team visited her with a range of adapted gaming equipment to try. They identified a pair of joysticks that matched the range of her arm

movements and, crucially, discovered that a relaxed body posture on her sofa chair gave her the arm angle she needed to use the joysticks comfortably and effectively. That left her feet free for the extra buttons!

bit.ly/3WohiuY



"It's so liberating for me"

Sam's lifelong gaming support has been made possible through the expertise and tenacity of our specialist assessment team

It's a privilege to be supporting Sam with his gaming journey. He has motor neurone disease, and our specialist assessment team first helped him to play games with a chin-controlled joystick and leg-operated button switches.

As his condition advanced we introduced voice control, and now that his speech is becoming more of a challenge, he's playing many of the titles he loves like Fallout and Civilisation just by using his eyes, thanks to customised eye-gaze software created by our therapists.

"It's so liberating for me," he said. "No matter what MND throws at me, the guys at SpecialEffect have come up with solutions to allow me to still play games, which has been fantastic."



SpecialEffect DevKit

The impact of our ground-breaking motor accessibility resource is spreading globally thanks to its recent localisation into French, Japanese, Spanish and German.



An increasing number of developers are expanding the inclusivity of their titles with the help of our DevKit's 40 videos, each one drawn from our years of practical experience working directly with physically disabled players.

The kit is packed with best practice suggestions, accessibility principles and in-game examples of innovative ways to improve the motor accessibility of video games.

The resource continues to maintain its relevance in the fast-changing world of accessibility, cementing its reputation as an inspiration for similar kits in the future.

"Those of us training staff on accessible gaming are sharing the DevKit any chance we can get."

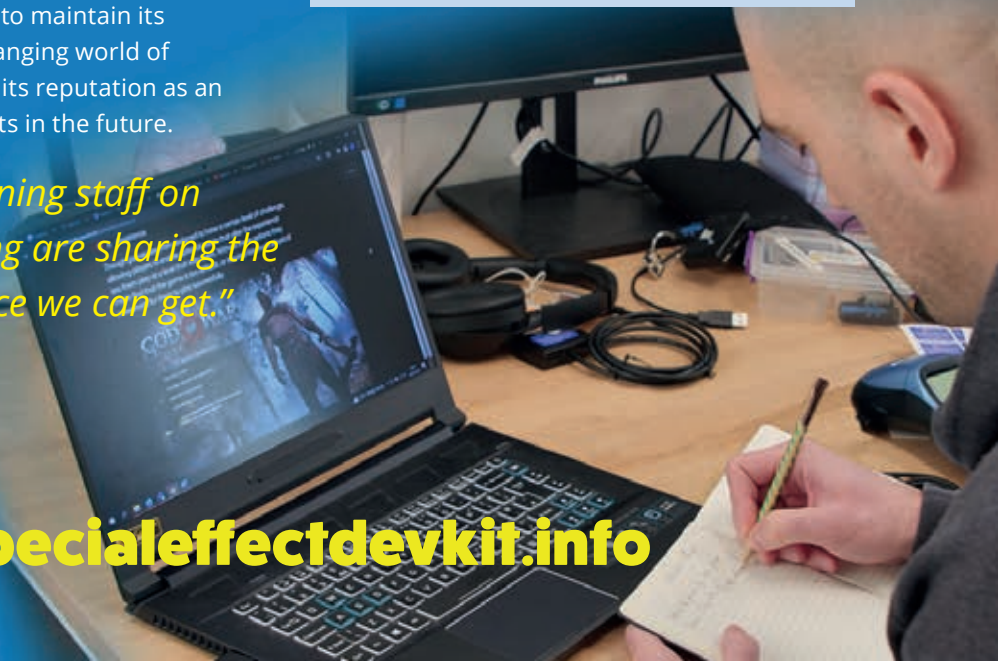
James Berg, Xbox

<https://specialeffectdevkit.info>



Adding value

We've begun a programme of DevKit advice integration into the game-specific accessibility information that we regularly post on our GameAccess website, further extending the usefulness of each review.



The exciting news this year is that many of our browser-based games are now in development for Android and iOS, enabling more players to enjoy playing together.

Eye Gaze Games

www.eyegazegames.com

Our team are working hard to extend the availability of our 14 free-to-play browser-based games, all of which are already designed to be playable with the widest-possible range of accessible control devices, including eye-tracking.

This follows the rebuilding of the website as a Progressive Web App, and the localisation of the games into four additional languages. The games are models of inclusive design, enabling those with mobility impairments to play on a level playing field - a potential audience of tens of thousands worldwide.

NEW for 2024!

Look out for **Badger Badger**, an enchanting new strategic tower defence game, the 14th title in our accessible suite of games. It will be available on eyegazegames.com for PC, iOS and Android devices.



BubbleBusters

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

Your support has helped us to support over 90 BubbleBuster children to 'return to school' via small, friendly home-controlled desktop robots that place their eyes, ears and voice right back into the classroom. The project gives an isolated child the invaluable peace of mind that they're not being forgotten.

Back in the classroom



Olivia was isolated with leukaemia, but through her AV1 robot - or 'Bob Bot' as she called it - she joined her friends in class and took part in lessons from home, a connection that meant the world to her. "The work you do makes such a difference," said her mother.

"The benefits are beyond our expectations...close bonds are being formed despite the fact that the pupil can't attend the school in person."

HEADTEACHER OF A BENEFICIARY'S SCHOOL



gameaccess.info



Throughout last year we've continued to bring a practical insight into many of the key developments in gaming accessibility, technology and software

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 EAFC, Resident Evil, Jusant and A Plague's Tale.

www.gameaccess.info



StarGaze

Our specialist StarGaze teams have never been busier, travelling across the UK to deliver life-changing support and equipment loans for people in intensive care following a traumatic injury or illness which results in a severe loss of ability to communicate or move.

There are no strings attached to this crucial intervention. It's exceptionally personalised, there's no charge, and we give a lifelong promise of support.

Discover more at bit.ly/3leYTqn

Last year we introduced and supported technology to patients in over 60% more hospitals and care facilities across the UK.



"It's been life-changing"

Our StarGaze team gave Peter, whose progressive MS severely limits his movements, the invaluable communication lifeline of a chin-controlled tablet computer when pneumonia necessitated an urgent tracheostomy. "Having the tablet gave me a whole

new world, loads and loads of freedom," he said, "It's been life-changing for me. When I was in hospital I was able to send my wife a message... the first she'd had off me for six years. And I play a lot of games with it, it keeps your brain active. SpecialEffect is absolutely first class. I just want to say thank you, you've given me my life back."



THANK YOU

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

Join us again on 4 October and let's show the world how games can change lives.

ONE SPECIAL DAY

FRIDAY 4 OCTOBER 2024



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