

Player Panels

Our Player Panels enable your team to connect with players with disabilities to test games and participate in user research and development to help make games and products more accessible.

We currently offer two type of Player Panels tiers:

Unmanaged Tier:

Recruit up to 10 players per quarter by creating an advertisement that addresses the recruitment purpose, disability type(s) for each recruited player, summary of the player tasks, and compensation structure. This service is free to access, however players must be compensated for their time. (See the Frequently Asked Questions section for participant compensation standards.)

Managed Tier:

If your company needs support in engaging with players at scale (e.g. recruiting more than 10 players), our team can undertake the following activities through a Statement of Work:

1. Recruiting a substantial number of players (>10 players)
2. Advising on the types/number of players, and the nature of the work
3. Maintaining a specific Player Panel available through a game's lifecycle
4. Dispensing player compensation
5. Mediating User Research activities via AbleGamers representation

Pricing for the Managed Tier:

as reflected in the Statement of Work includes:

- An hourly rate for the AbleGamers User Research team's time to create your Managed Player Panel
- Total amount of compensation to be distributed to players
- 20% processing fee based on the total amount needed to be compensated to players (e.g. \$25/hr per participant + 20% processing)



Gain new perspectives via direct feedback from players with disabilities!

Contact Us

AbleGamers enables play in order to combat social isolation, foster inclusive communities, and improve the quality of life for people with disabilities.

To further our mission, we offer services that bring the insights of people with disabilities into your development process.

For additional information, contact:

userresearch@ablegamers.org

How do you know Player Panels is right for you and your team?

If your team is asking any of the following questions, a Player Panel might be right for you!

- What are our players experiencing when they play our game?
- Will players with specific disabilities be able to play our game?
- Does our game support assistive technology and options well enough for players with specific disabilities?
- What can we do to help players with a certain disability play our game?
- We know our game may be inaccessible to a group of players with disabilities, how can we address those issues?
- How can we test the specific implementation of a feature we think will be helpful to a group of players with disabilities?

Player Panels at a Glance

- Hundreds of players with disabilities from around the world!



Find the demographic you're looking for within our Player Panels

- A robust variety of disabilities including but not limited to:
 - Mobility and dexterity disabilities affecting upper and lower limbs
 - Cognitive disabilities
 - Auditory disabilities
 - Visual disabilities (including color vision deficiencies)
 - Learning disabilities
 - Neurodiversity

- Players who have worked with major game developers across the industry



- Real players, with real disabilities who are passionate about making games more accessible
- 3-week lead time to recruit players and connect you with potential participants
- Minimum compensation for players: \$10 per 20 minutes of work (e.g. \$15 for 30 minutes of work) or \$25 per 1 hour of work (e.g. \$75 for 3 hours of work).

Unsure whether to choose Managed or Unmanaged Tiers?

See the next page for help!

Choosing Between the Managed or Unmanaged Player Panel Tiers

Both tiers of Player Panels offer access to the same diverse pool of players with disabilities.

When deciding between tiers, consider the following:

Unmanaged Tier

If your team is asking any of these questions, an Unmanaged Player Panel might be right for you and your team:

- We're an indie team with a relatively small budget. How can we improve the accessibility of our game?
- We only need a handful of players to begin understanding how to improve our game's accessibility. Can AbleGamers help us connect with a few players?
- We're not sure if players with disabilities will like the implementation of a feature in our game. Can we connect with a subset of players who might be able to give us a little bit of guidance?

Managed Tier

If your team is asking any of these questions, a Managed Player Panel might be right for you and your team:

- We want to work with your players, but don't want to handle payments. Can AbleGamers pay participants on our team's behalf?
- We want to recruit a large pool of players with a broad range of disabilities. Can you help us recruit them?
- Our team wants to test our game's accessibility with players, but we're unsure of what demographic of players with disabilities to recruit. Can AbleGamers help us decide what would be best?
- How can we maintain a consistent group of players with disabilities that we obtain feedback from?

**Turn to the next page to learn
how to use Player Panels!**

How does Player Panels Work?

Step 1: Express Interest

Your team identifies that you would like to work directly with a unique group of people with disabilities to obtain experiential feedback about how to improve your game and products to craft a more accessible experience. You complete a request to get the process started here: userresearch@ablegamers.org

Step 2: Respond to Initial Inquiry and Opportunity Description

Once we review your initial request, we will send our Player Panels Onboarding Form. The purpose of this form is to gain an understanding of your preferred Player Panel tier, the amount and disabilities of players you want to recruit, compensation for players, and the advertisement for your opportunity that you want use to share with our players.

Please note that if a Managed Tier Player Panel is being requested, a Statement of Work crafted by the AbleGamers team will be sent to your organization to review and sign before recruitment of players can begin.

Step 3: Recruit Players

We will share the advertisement of your opportunity to a list of players who meet the criteria you outlined in the Player Panels Onboarding Form. Players will be given the opportunity to express interest to in participating and working with your team. Your team will have the option to recruit for one or two weeks; however longer periods are possible if approved by the AbleGamers team.

Step 4: Complete Legal Agreement for Handover of Personally Identifying Information

After completion of your Player Panels Onboarding Form through the recruitment period, we will ask your team to complete a legal agreement, our Organizational Agreement and Waiver of Liability, regarding your use of personally identifying data of players that we provide. This agreement must be signed before we can provide you with the contact information for players in your Player Panel.

Step 5: Provide Player Information

After the legal agreement has been signed, we will be able to provide your team with personally identifying data from players who have registered for your opportunity and who have agreed that we can provide you with their contact information.

Step 6: Confirm Player Payments & Complete Our Feedback Form

Please note that we expect for players to be paid within 30 days of participation in your opportunity. If you are doing a Managed Tier Player Panel (in which AbleGamers will be paying participants), your team will need to send us a list of players who have completed participation and can be compensated accordingly.

At least three weeks after sharing the list of players interested in participating with your team, your team's primary contact(s) will be emailed a link to the AbleGamers User Research Services Feedback Form to understand your experiences with the service so that these services can be improved in the future.

Ready to have a customized Player Panel for your team?

Reach out to get started at:
userresearch@ablegamers.org