

User Experience (UX) Research Add-Ons

When preparing for your research session with participants with disabilities, there are a number of accommodations you will need to consider to make your participants feel as comfortable as possible. If you are unclear, we are here to help.

We currently offer three types of UX Research: Pre-Research, Tandem Research, and Direct User Feedback.

Pre-Research Review:

We review your research questions and give feedback on how to improve them.

Any of the below Pre-Research Reviews can be an add-on to our Player Panels service, and you can add a Sensitivity Reading to any Pre-Research Reviews.

Screeners

We review your screener and modify your questions. A debrief is included in this service prior to launch. The purpose of this is to narrow your participants so you can focus on your following research.

Surveys

We review your survey and modify your questions. A debrief is included in this service prior to launch. The purpose of this is to help you curate the best survey you can to extrapolate insights from qualitative and quantitative data.

Interview Questions

We review your survey and modify your questions. A debrief is included in this service prior to launch. The purpose of this is to gain the best insight on your focus areas from your interviews.

Tandem Research:

We perform research interviews with your staff, where we take the role of one of the following:

Tandem Interviewing

AbleGamers UXRs will perform interviews alongside your team and our researchers take the place of the interviewer, moderator, or scribe. Debriefing is included in this service after all participants are interviewed. Our esteemed UXRs will give you the best insight they pick up from your interviews and review notes.

Tandem Usability Testing

AbleGamers UXRs will team up with your research and design teams to perform usability testing on your game, through the hardware of your choice. Our talented UXRs will help guide your research team and perform a branch of the testing agreed upon prior to tests starting.

This can be an add-on to our Player Panels and/or Screening services.

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 help connect the thoughts and opinions of players with disabilities to the work of your development team.

For additional information, contact:

userresearch@ablegamers.org

How do you know AbleGamers UX Research Add-Ons are right for you and your team?

If your team is asking any of the following questions, UX Research Add-Ons may be right for you!

- Is performing UX research different when you work with disabled users?
- Do we have the time to get this research done?
- Do we have enough people to perform the research?
- How can we extract the best data possible for our title?
- What methods should we use to be sensitive and effective in performing our research?

User Experience (UX) Research Add-Ons (continued)

Direct User Feedback:

We create and perform the following:

Screening

AbleGamers UXRs collect information from your team to turn into a screener. After this screener is reviewed by your team, AbleGamers performs a quantitative research screening (either among Player Panels or “In The Wild”). The users who pass the screener are returned to your team.

This program would be for those who do not want to curate their own Player Panel.

Surveying

AbleGamers UXRs collect information from your team to turn into a survey. After this survey is reviewed by your team, AbleGamers performs a quantitative analysis of Player Panels participants AND users “In The Wild.” The data from this survey is then compiled and returned to your team. A debrief is included in this process.

Interviews

AbleGamers UXRs perform interviews for your team based on participants you have screened, or as an add-on to our Screening or Player Panels services. Interviews are then compiled into one report. AbleGamers will interview users of your selection (based on your screener, our screener, or your Player Panel needs).

Gameplay Usability Testing

AbleGamers UXRs perform an inclusive gameplay test based on players you have identified through your own screener/surveys or as an add-on to our Screening and Player Panels services. AbleGamers will test your game with players on the hardware of your selection (based on your screener, our screener, or your Player Panel needs).

Ready to book UX Research Add-On Services for your team?

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