



[GAME-AbLing Survey 2013](#)

GAME-AbLing is a new software technology for the creation of accessible games to improve the physical activity of people with cerebral palsy, and potentially for other disabilities with similar cognitive skills. Nowadays, **GAME-AbLing** is being studied and developed with European funds.

You are being contacted as an expert in the field. Your opinion is very important for the project to help us to better design easily customised games for patients and disabled people at European level. This will take no more than 6 minutes of your time (only 6 questions), and people who need new therapies such as **GAME-AbLing** will benefit by enjoying playing adapted games and therefore improving their quality of life.

GAME-AbLing is different in that it will use a visual programming language to allow the creation of games in a simple, direct and intuitive manner. In this way, people without any programming skills can design games to meet the specific need of individuals with cerebral palsy.

To complete the questionnaire:

1. Select your field of expertise: Physiotherapist / Professional Caregiver / Non-professional Caregiver / Physician / Researcher / Other (*Please specify: family, relative, friend...*).

2. GENERAL QUESTIONS

a) Are you familiar with any game for people with cerebral palsy, or with any other digital or electronic playful tool?

Yes, I know and use them (Please name them) / Yes but I do not use them (Why? Please name them) / Yes, but I have very little knowledge of them (Please name them) / Not at all / (Further explanations)

b) Have you ever used any of these games? If you are currently using some, please describe them briefly and indicate their main pros and cons.

c) Do you miss anything in these games? Have you ever thought of potential improvements? If so, please describe them.

3. SPECIFIC QUESTIONS

a) What is the first idea that comes to mind when you read about the **GAME-AbLing** challenge?
Affordable (Why?) / Non affordable (Why?) / Nice idea (Why?) / Inconsistent (Why?) / Opportunity (Why?) / Useless (Why?) / Wrong approach (Why?) (Further explanations)

b) Do you think that **GAME-AbLing** will be able to fulfil the requirements of today's caregivers and therapists? Why?

c) Considering the digital or electronic playful tools already existing in the market nowadays, what **GAME-AbLing** should have to offer physiotherapists and caregivers? Any suggestion?

Any other comments, suggestions or queries? Please, check the box with your email if you are interested in being informed on the **GAME-AbLing research advancements _____.**

For more information, please visit www.game-abling.eu, follow us on Twitter [@gamebling](https://twitter.com/gamebling) and show your support by liking our [Facebook Page](#)!

[Thank you for taking the time to complete this questionnaire.](#)

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