

1. First and Last Name(s), Organization of author/group of authors *

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2. Email address of corresponding author

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3. Could you briefly describe the research project(s) relevant to this workshop and that you'd want to share? (overall timeline, methodology, children involved)

The project "Understanding the Value of Play for Neurodivergent Young People" aims to explore how young people with cognitive disabilities engage with digital games through participatory exploration of play and game design. The project asks player-centred questions around the design of game interfaces, mechanics, and choice of genre, and it explores wider questions around the inclusive qualities that games can have to enable neurodivergent young people to participate in play. Furthermore, it explores implications of different types of neurodivergence for player engagement and design requirements. Through examination of the interplay between player preferences and their engagement with games, the project not only contributes to game accessibility research and support work of researchers and designers in this space, but also benefits neurodivergent players and fosters their inclusion in wider society through play.

4. If you have already published about this(ese) project(s), what types of contributions have you made?

Artifact-centered

- Methodological
- Design space/Implications (intermediate-level design knowledge)
- User-study
- Theoretical implications/frameworks
- Documents to improve practices of people working with the children (social workers, educators, therapists, teachers...)
- Patent
- Lit Review

5. Which type of venues have you published/are you planning to publish in?

- HCI
- Non-HCI
- Both

6. If you have published/are planning to publish in non-HCI venues, what kind of fields did you aim to contribute to?

Design, STS, Gender/Disability Studies

7. What kind of insights do you think research with marginalised children bring to the field of Children-Computer Interaction?

8. Are there challenges you have experienced / are experiencing regarding formulating the contributions of your research?

9. In terms of workshop organizing, what type of participation modalities would you prefer?

- Primarily a synchronous discussion (skype, zoom etc) of challenges, recommendations, and your research, supported by shared documents
- Primarily an asynchronous discussion (slack, discord) of challenges, recommendations, and your research, with synchronous moments to meet and network (such as virtual coffee breaks)
- A publication of all submissions based on this form as workshop contributions online
- No publication of these submissions
- Write-up of a summary of all submissions by the organizers on the website and on social media
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