



EDUCATORS  
SUMMIT

# Disabilities: Helping Students Survive and Thrive

**Henry Elmo Bawden**

Assistant Professor,  
Columbus State Community College

GDC

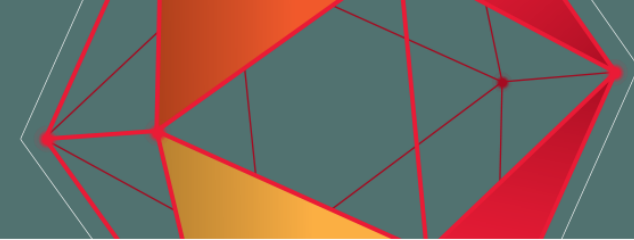
GAME DEVELOPERS CONFERENCE® | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18





# Who am I?



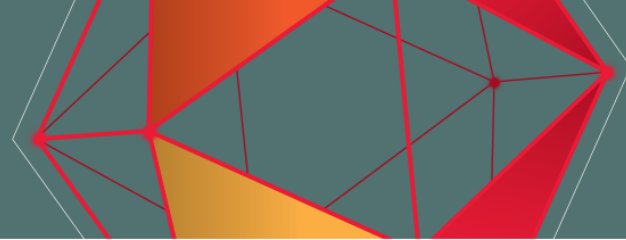


# Who am I?

- Husband



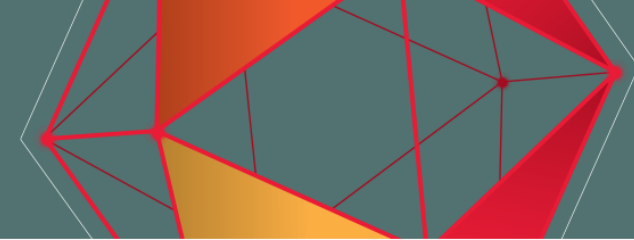




# Who am I?

- Husband
- Father

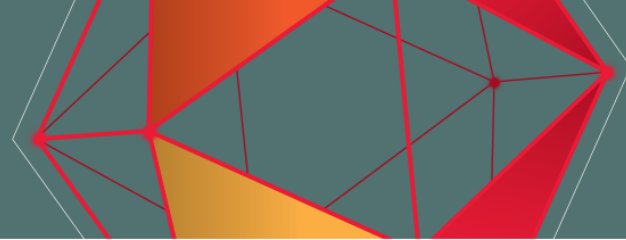




# Who are you?







# Who am I?

- Husband
- Father
- Game Developer





# Who am I?

- Husband
- Father
- Game Developer
- Teacher

# COLUMBUS STATE

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COMMUNITY COLLEGE





# Design Challenge







# Design Challenge

- Verb/Noun





# Design Challenge

- Verb/Noun
- Genre/Platform/Target Audience



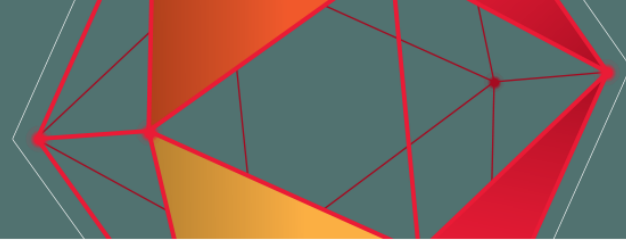




# Design Challenge

- Verb/Noun
- Genre/Platform/Target Audience
- One sentence description





# New Level Obtained







# New Level Obtained

- Gain 1(+) Friend





# New Level Obtained

- Gain 1(+) Friend
- Gain Game Design



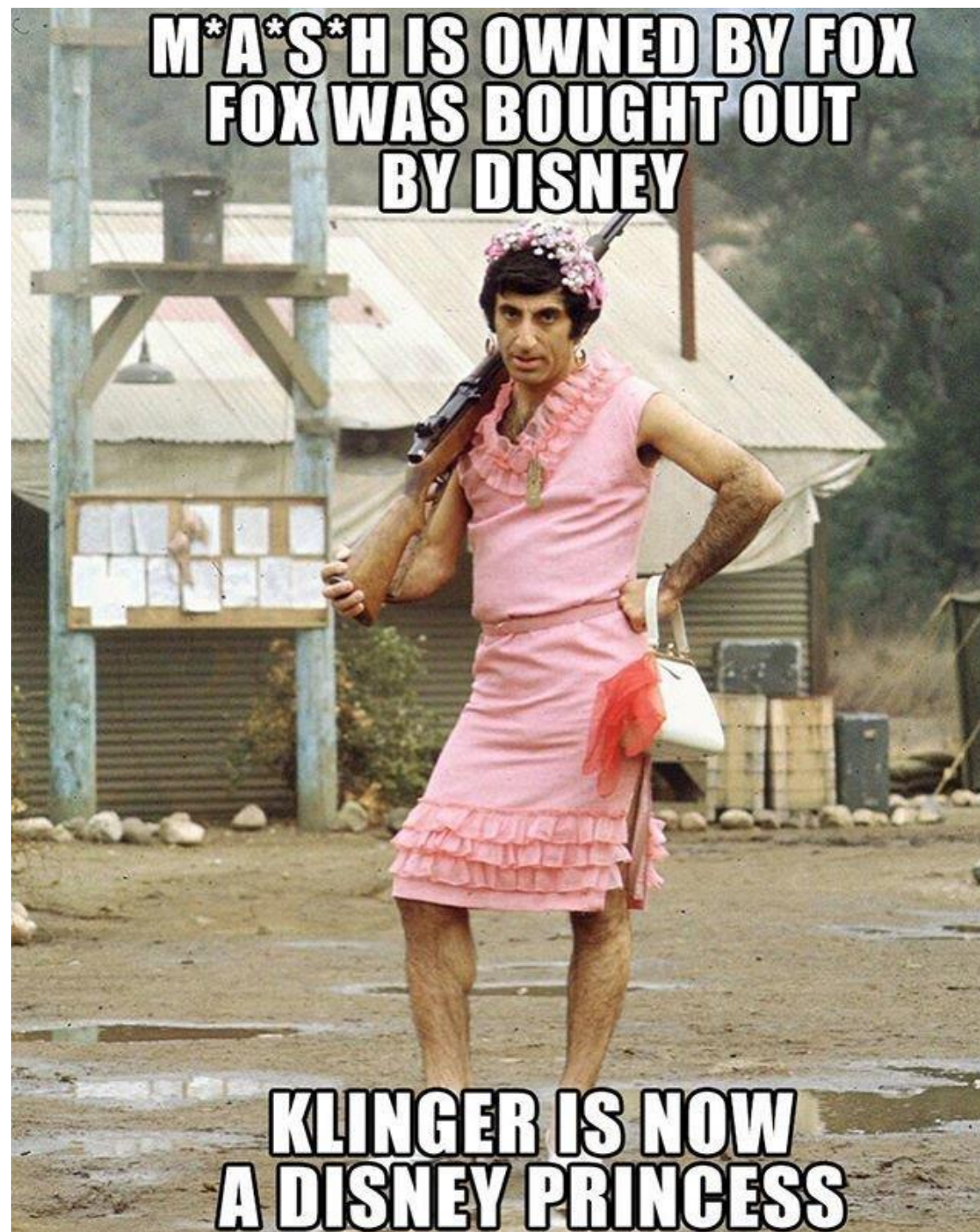




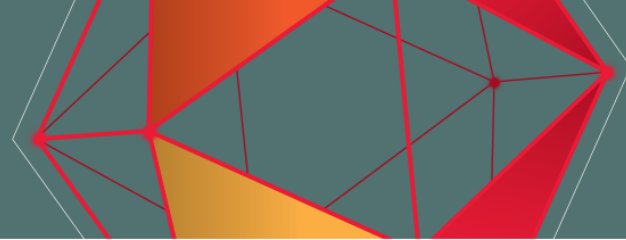
# New Level Obtained

- Gain 1(+) Friend
- Gain Game Design
- Gain Example for Reference

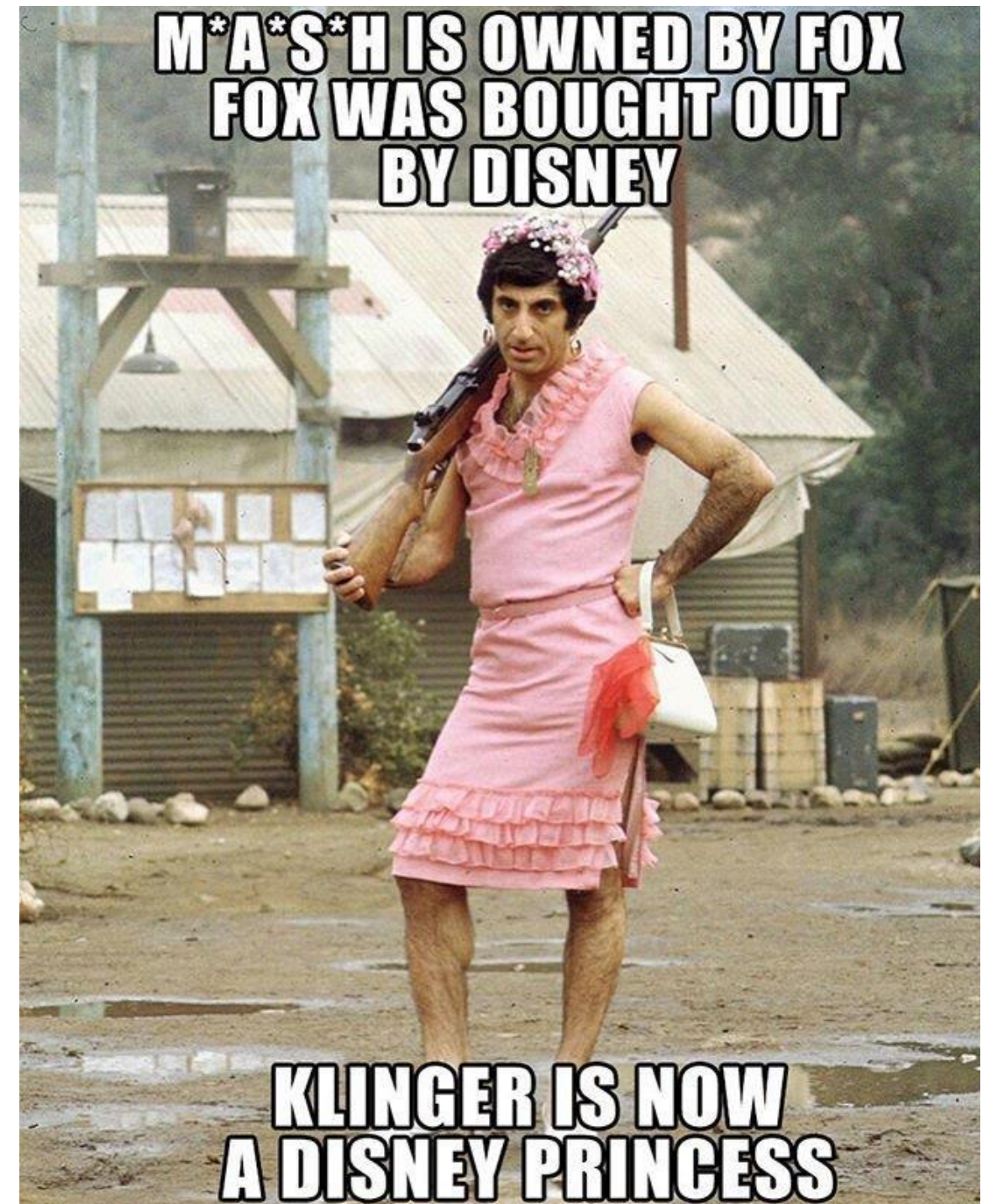








# Best Disney Princess Ever!!!!!!!!!!





# My Methodology

- Environment
- Setting Ground Rules
- Setting a Culture
- Building the Curriculum
- Frank Discussions and Early Intervention
- Curricular Path
- Lifelong Support and Building a Network





# What makes it work?

- Marriage of Education Best Practices and Game Development Best Practices



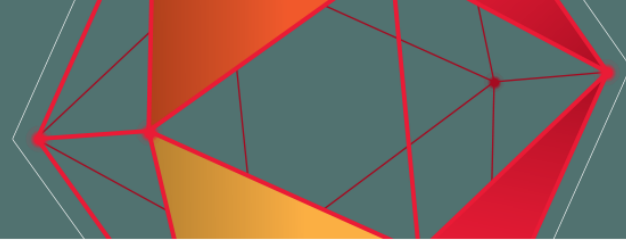




# What makes it work?

- Marriage of Education Best Practices and Game Development Best Practices
  - Cohorts
  - Learn Through Play
  - Hyper-Rapid Iteration





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# Game Course Types

- Design
- Skill Development
- Production

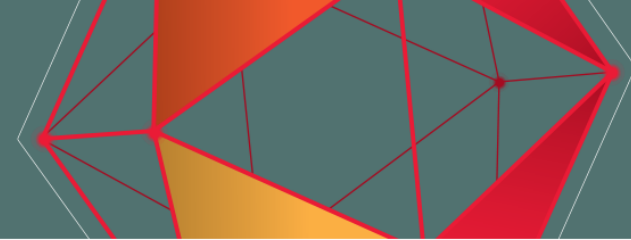




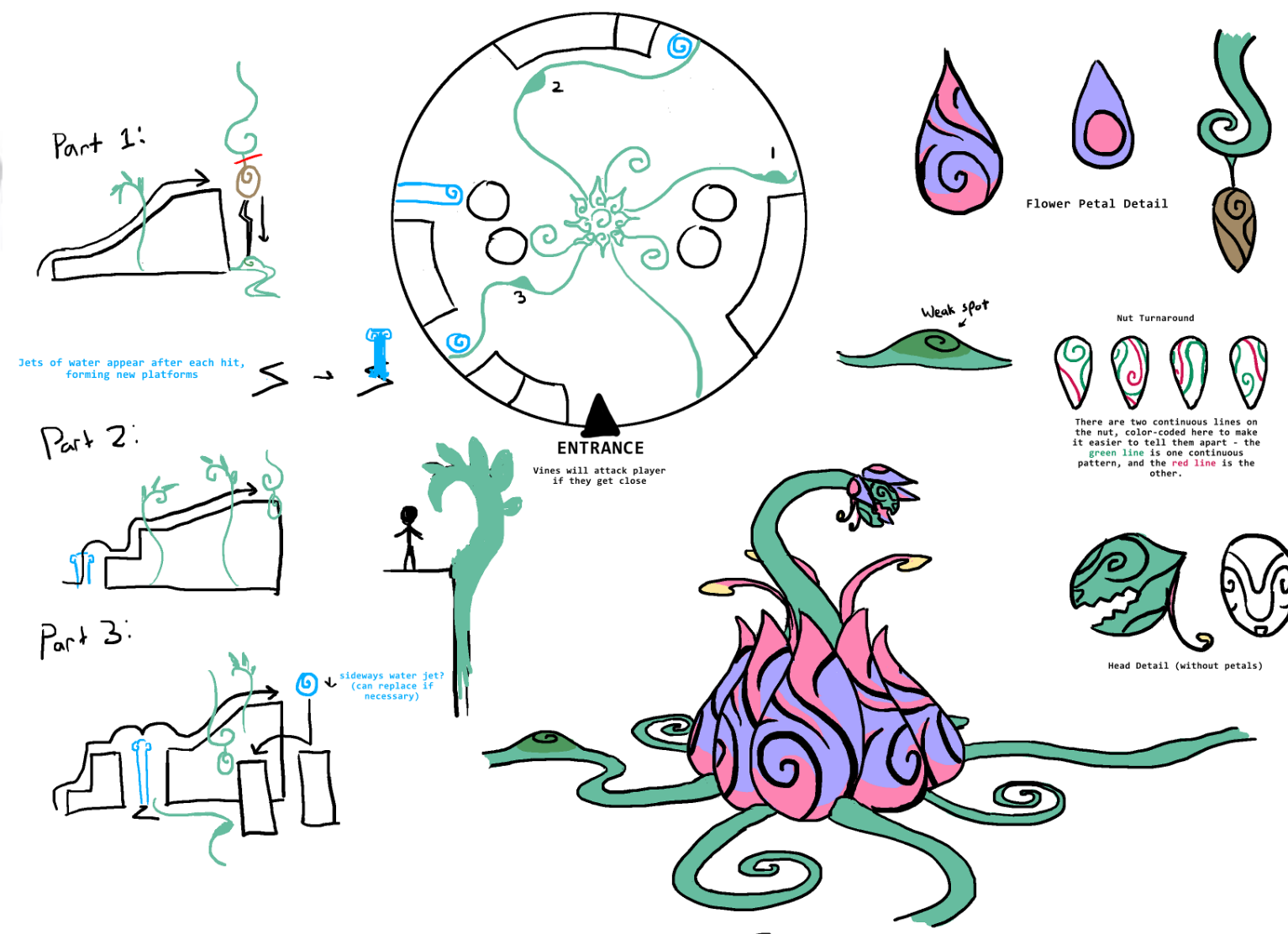
# Educational Application

- Begin with hyper-rapid iterations in early courses
  - Test, design, test, design, change teams, and etc.
- Develop longer sprints for larger projects
  - Weekly Scrums





# Design Courses







# Design Courses

- Case #1 Male Student with Autism-like Symptoms





# Educational Application

- Don't worry too much about a specific disability
  - Be aware but don't over-analyze
- Focus should be on building people and teams
  - Camp counselor rather than lecturer mentality





# Design Courses

- Case #1 Male Student with Autism-like Symptoms
  - Unable to speak







# Support Groups

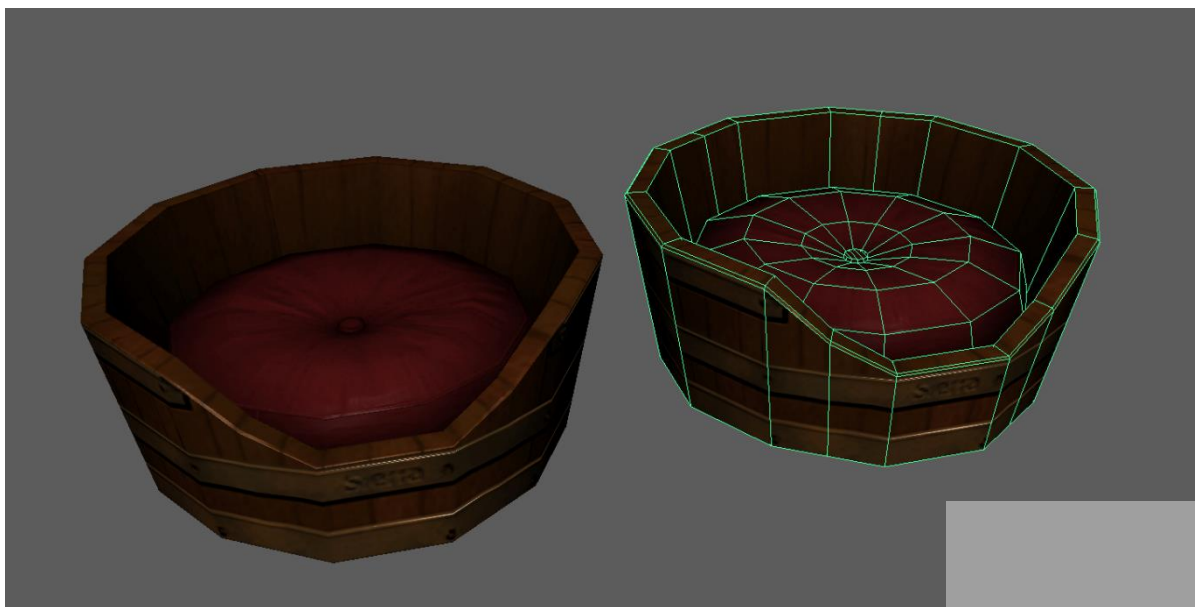
- Individual Friends
- Removal of Personality Conflict
- Use of “Random” Pairing
- Build Larger Teams





# Skill Development Courses

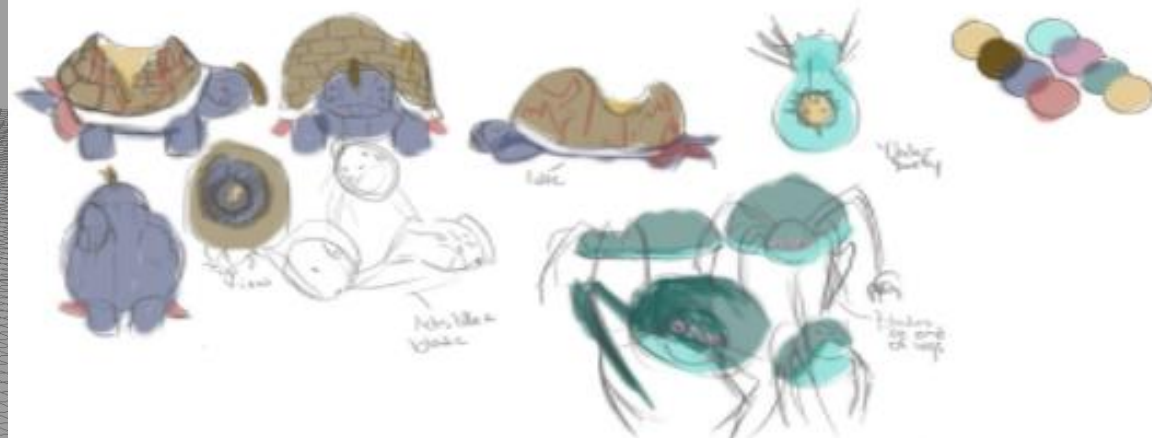
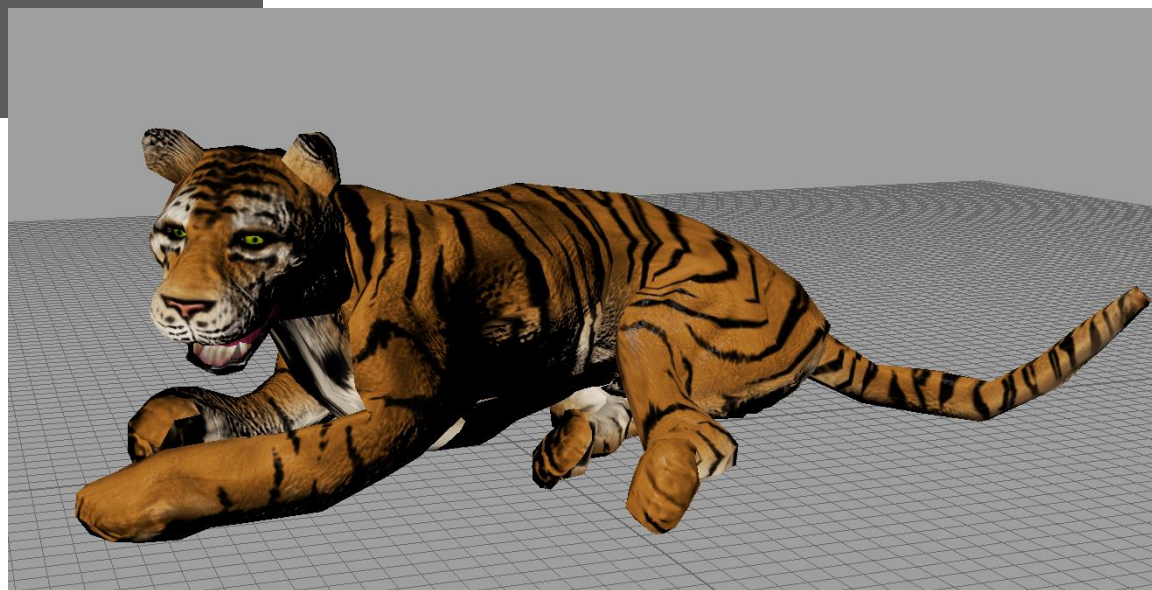
C++



C#



 python



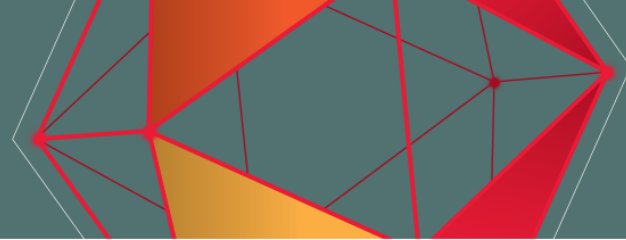


# Skill Development Courses

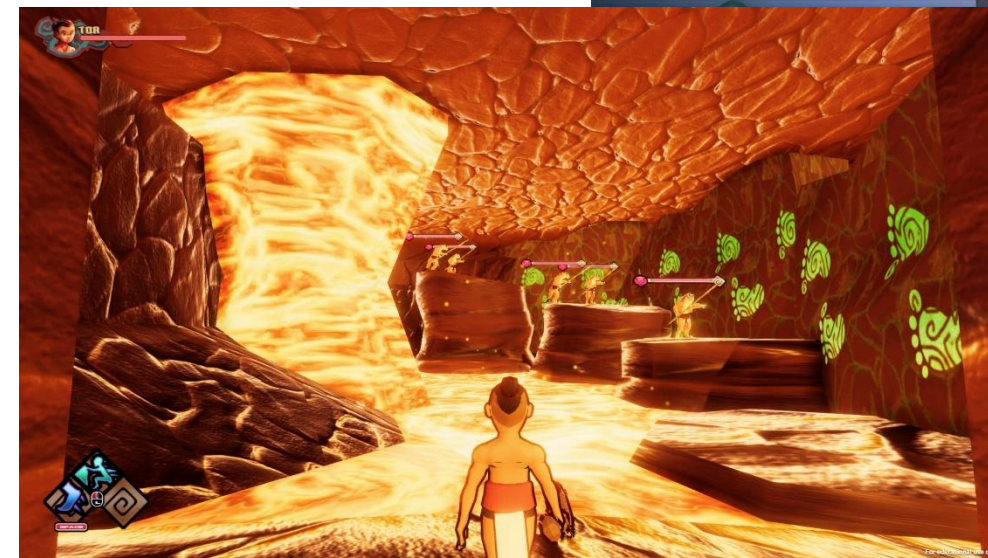
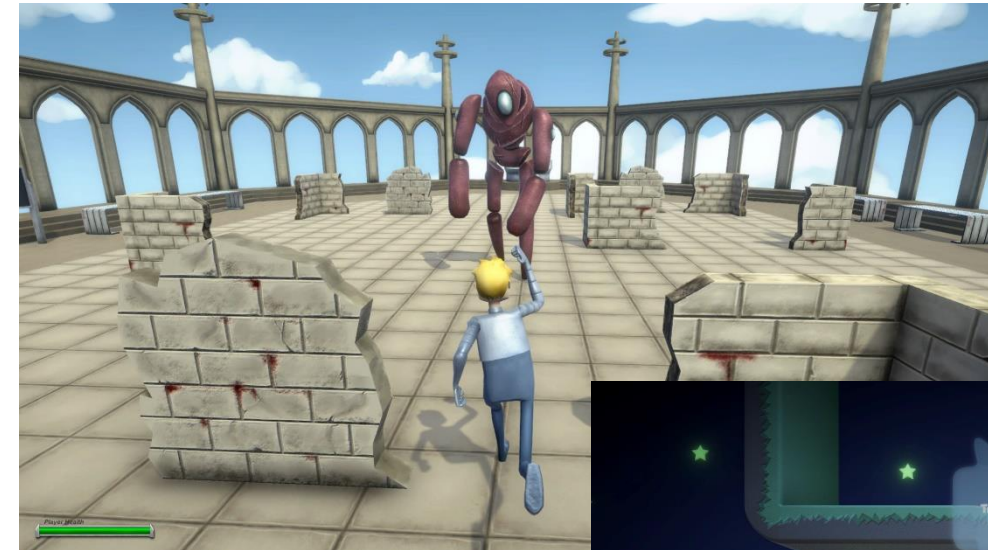
- Case #2 Female Student with Asperger's
  - Panic attacks







# Production Courses

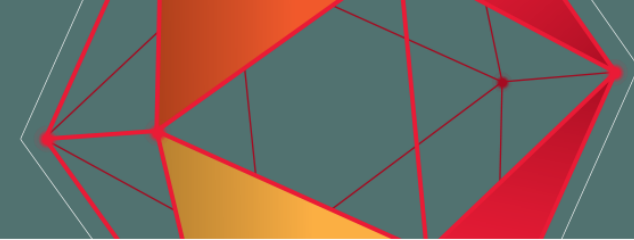




# Production Courses

- Case #3 Female Student with Multiple Diagnosis
  - Asperger's
  - Tourette's
  - Social Anxiety
  - Panic Attacks
  - Bipolar Disorder
  - Etc.





# Additional Notes







# Additional Notes

- Opportunities to Fail





# Additional Notes

- Opportunities to Fail
- Class Activities vs. Homework

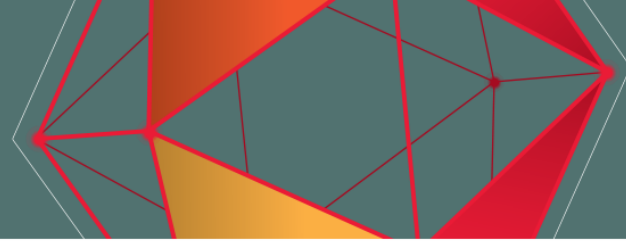




# Additional Notes

- Opportunities to Fail
- Class Activities vs. Homework
- Individual vs. Team Assignments





# Additional Notes

- Opportunities to Fail
- Class Activities vs. Homework
- Individual vs. Team Assignments
- Problem Solving Hierarchy



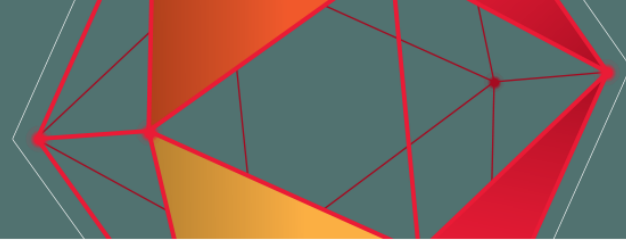




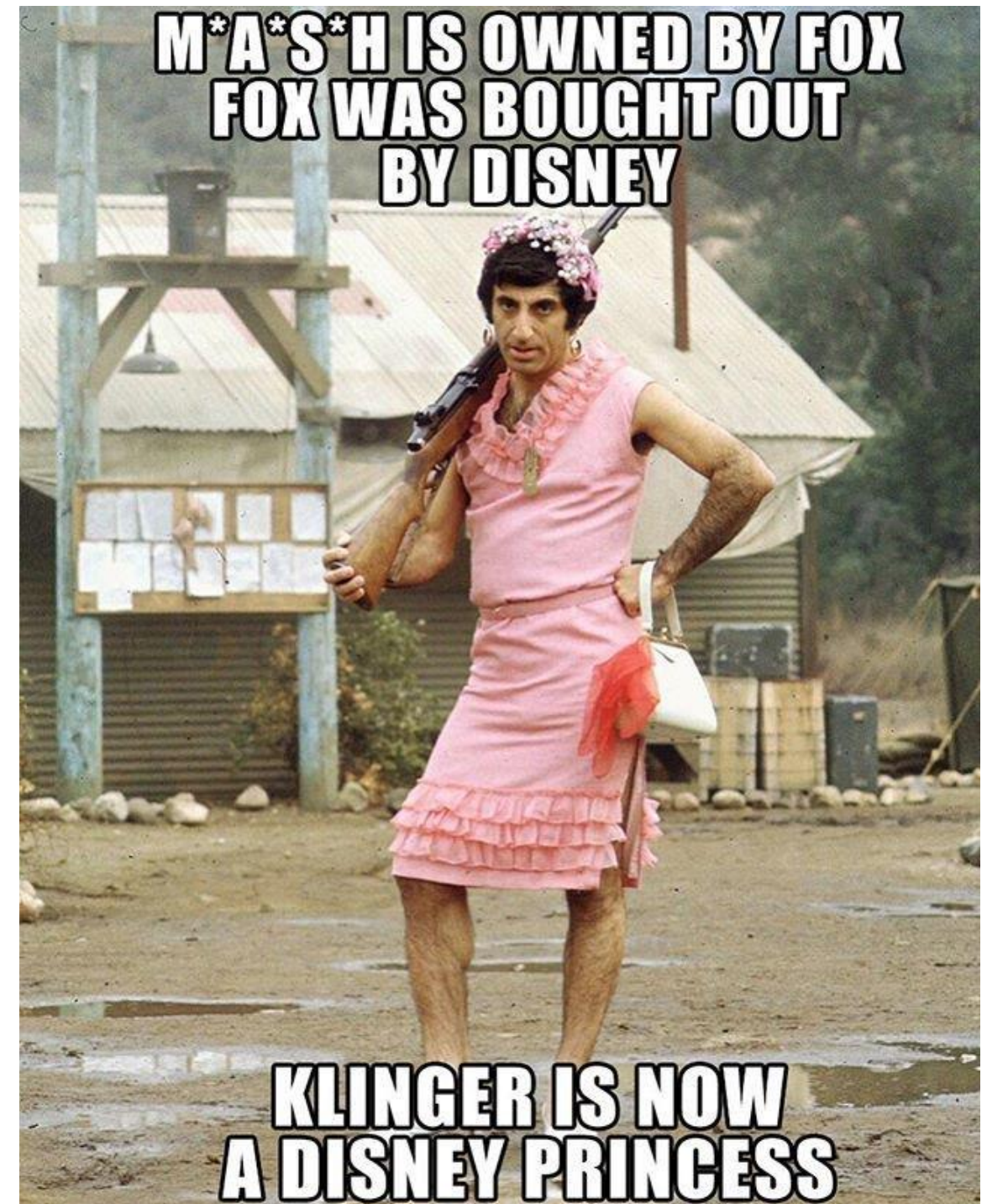
# Additional Notes

- Opportunities to Fail
- Class Activities vs. Homework
- Individual vs. Team Assignments
- Problem Solving Hierarchy
- Grading for Groups





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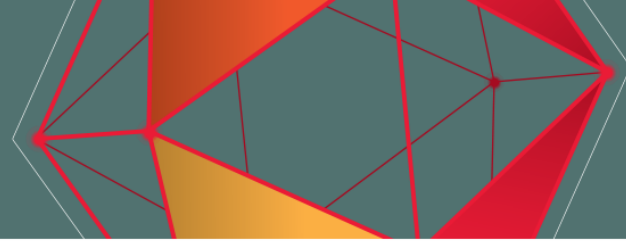




# Additional Notes

- Opportunities to Fail
- Class Activities vs. Homework
- Individual vs. Team Assignments
- Problem Solving Hierarchy
- Grading for Groups
- Fun for Fun's Sake



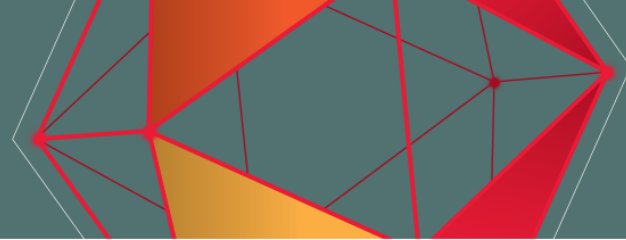


# Takeaways

- Hyper-Rapid Iteration in Everything
- Build People
- Have Fun and Make Mistakes







# Questions?

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