



Adaptive E-Sports: It's a Gamer's World

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Summary of Topics

Gaming versus Therapeutic Gaming

E-Sports

Adaptive E-Sports

Rocket League





Gaming

Traditionally Gaming has been defined with and associated with gambling, particularly casino gaming (Poker, Blackjack, Roulette, Craps, Slots)

As society and technology evolves so do the associations we make, Webster's Dictionary now defines gaming as playing a video or computer game.





Therapeutic Gaming

Something is said to be therapeutic when it:

-helps to heal or to restore health

-helps to preserve health

-causes someone to feel happier and more relaxed

Therapeutic Gaming is the process in which computer and video gaming is used to heal, restore and preserve health





Benefits of Therapeutic Gaming

- **-Provides social, cognitive and emotional experiences**
- **-Provides experiences for developmental and incremental learning in a controlled environment**
- **-Improved cognition: enhanced mental abilities, faster and more accurate information processing, improved problem solving, increased awareness of cause and effect and improved spacial and visual processing**





Benefits continued

- **-Physical Fitness and Function: Interactive gaming systems provide assessments, fitness plans, virtual fitness coaches and goals in a creative game-like environment.**
- **-Prevention of Kinesiophobia: Some users may have an easier time in a virtual gym due to poor self image, poor self esteem and social anxiety. Virtual workouts allow people the opportunity to participate in active fitness without the fear they associate with regular gyms.**





E-Sports Defined

A multiplayer video game played competitively for spectators, typically by professional gamers.





Adaptive E-Sports

Adaptive E-Sports is a version of traditional e-sports competitive gaming that accounts for each individual's strengths, weaknesses, abilities and disabilities. It allows the use of assistive technology devices to even the playing field amongst competitors despite illness or disability.





See for yourself....







Rocket League

- Described as "soccer, but with rocket-powered cars", *Rocket League* has up to four players assigned to each of the two teams, using rocket-powered vehicles to hit a ball into their opponent's goal and score points over the course of a match. The game includes single-player and multiplayer modes which can be played both locally and online, including [cross-platform](#) play between all versions.





Rocket League contd.





Covid 19 enhances awareness?

- **If this crisis has taught us anything about esports, it's the industry's resilience. No matter the state of affairs in the world, as long as there's a reliable internet connection, you can bet someone will be gaming through it.**
- **Social distancing and quarantine requirements have sparked unprecedented numbers in the gaming world**





Questions?

