Intellectual Disability is characterized by significant limitations both in intellectual functioning and in adaptive behavior, which covers a range of everyday social and practical skills. The game-based approach is considered to be one of the most attractive and motivating ways for training practical skills for both children and adults. However, the games for people with intellectual disabilities (PID) should meet some special requirements to ensure accessibility and easiness of use.

Development of games for training everyday life skills for PID demands should answer the following questions:

▪ how to immerse real-life activities in the game context?
▪ how to make the game understandable and adaptable for PID?

Suggested topics include but are not limited to:

- Game-based modeling of everyday life activities of PID
- Assistive and accessible technologies for games for PID
- User Interface (UI) design for games for PID
- Adaptation techniques for games for PID
- Case studies describing best (and worst) practices.

This mini track encourages discussion on these topics and aims to attract people interested to share their experiences in the development of games for training everyday life skills for PID.

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Submission details
In the first instance a 300 word abstract is required, to be received by 03 March 2021. Please read the guidelines at http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/

Submissions must be made using the online submission form at https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/

If you have any questions about this track please email the mini track chair: O.A.Shabalina@gmail.com

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