

Metagame: History 101

adapted for aphasia

Original Design by Local No. 12:

Colleen Macklin,
John Sharp,
Eric Zimmerman

Adapted by Aphasia Games for Health

**with permission from the original creators*

About Us

What is Aphasia Games for Health?

A collaborative effort by the Aphasia Recovery Connection, the University of Pittsburgh, Carnegie Mellon University, and Thorny Games to fight social isolation and language loss. Building a gaming community for people with aphasia by supporting the development of games for recovery, providing resources for designers, and making aphasia friendly games accessible.

Our Initiative

This project aims to help people with aphasia restore language and practice their communication skills through gaming, and help address the social isolation caused by the disorder. With our initial step of adapting existing products like the Metagame, our goal is to generate diverse aphasia-friendly games that are accessible for all age ranges.

Reference:

Original Metagame website: <http://metaga.me/>

How to Play Video: <http://metaga.me/#slides-history>

Aphasia Games for Health: aphasiagamesforhealth.com

Introduction

Why Metagame: History 101?

Aphasia Games for Health is focused on making games that could improve language and communication while fighting social isolation. While we are interested in developing brand new games for people with aphasia, there are many great games already out there that can be modified to be more helpful and more aphasia friendly. Here's why we chose to adapt History 101:

We played it ourselves and decided it was both fun to play and brought us closer together. For example, one of our members played History 101 with his family over the holidays. Even though his grandfather could not see anymore, his family was able to adapt the game for him by playing in teams. It turns out that Grandpa was playing spin the bottle before it was even invented!

To win History 101, you need to rely on your general knowledge of the world - called semantic memory. Semantic memory is not typically affected by acquired aphasia. History 101 encourages communication through speaking, listening, and reading. The language demands of the game can be supported for people with more severe aphasia and made harder for people with aphasia who are looking for a challenge. Most of all, changing the language demands of the game doesn't affect the competition.

*If you have suggestions for this game or want to share how you've adapted it for aphasia, please let us know! You can find us at www.aphasiagamesforhealth.com or on twitter @PittLRCL.

1. Turn over the first card.



Set Up

2. Take turns.



3. Draw a card.

Basketball



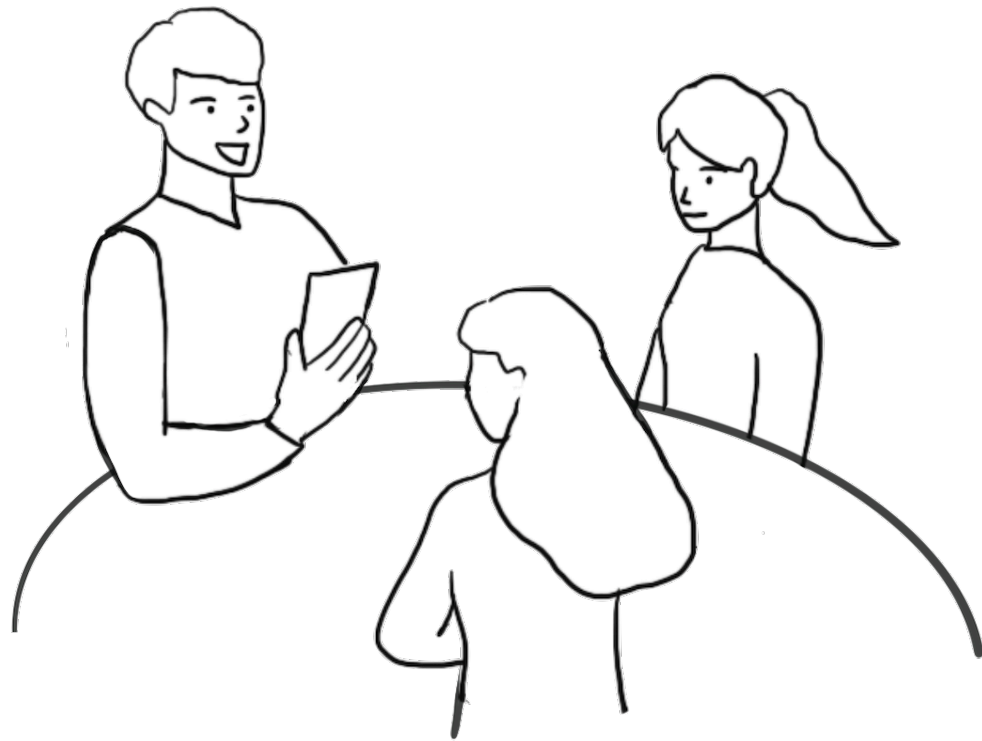
Shoot the ball through a netted hoop.
Team sport invented in _____.

1891



How to Play

4. Read the card.
Don't read the date.



How to Play

5. Guesser **points** where the card fits.



How to Play

6. If you are **right**, add the card.



How to Play

7. If you are **wrong**, you get a strike.



How to Play

3 strikes and you're out.

The **last** player wins.

How to Play

How to Modify Communication Difficulty for Players With Aphasia (PWA)

Easy	Challenging
<p><u>When a PWA is guessing:</u></p> <ul style="list-style-type: none"> • Emphasize the picture with the description • Add another description • Ask supportive questions ex: “do you think it’s older or more recent?” • Write or point to key words as you read 	<p><u>When a PWA is guessing:</u></p> <ul style="list-style-type: none"> • Show the picture and read the description, but not the title • See if the PWA can name the title before deciding where it goes • Hide the picture when reading the description to emphasize listening skills
<p><u>When a PWA is reading:</u></p> <ul style="list-style-type: none"> • PWA can show the picture and title instead of reading it. Don’t forget to hide the date! • PWA can gesture or use other ways of communicating the card • PWA can focus on reading only the key words in the description • The partner could read the title or sentence so PWA can repeat it 	<p><u>When a PWA is reading:</u></p> <ul style="list-style-type: none"> • PWA can make up descriptions, or add to the current one. • PWA can cover the title and try to name the picture before reading it • PWA can read the card to themselves, and then try to say it out loud without looking

Printing Instructions

1. Print the cards one sided.
2. Cut along the horizontal line and fold along the vertical line.
3. If desired, tape the edges together

Make your own cards!

1. Fold a paper into 4 cards.
2. Cut out each card.
3. Add your own title at the top
4. Draw your own picture
5. Write your own clue

Bonus