The study on Game Design for Deaf Children’s Habit on Game Playing

Nuttapun Nakpong\textsuperscript{1*} and Sumalee Chanchalor\textsuperscript{2}

\textsuperscript{1}Ph.D. candidate, Division of Learning Innovation and Technology, Faculty of Industrial Education and Technology, King Mongkut’s University of Technology Thonburi.
\textsuperscript{2}Associate Professor, Department of Electrical Technology Education, Faculty of Industrial Education and Technology, King Mongkut’s University of Technology Thonburi.

*Corresponding author, E-mail: nuttapun.n@mail.kmutt.ac.th\textsuperscript{1}, sumalee.cha@kmutt.ac.th\textsuperscript{2}

Abstract

This research aims to study the behavior of playing games and the character of games that the deaf children wish to play. The survey questionnaires that the researcher has developed were applied in this research. The sampling groups are the hearing impaired children at the age during 13-15 years old in Bangkok area and the eastern of Thailand, 132 children. The statistic using to analyze the data is percentage.

The result reveals that almost all of the deaf children prefer to play games with mobile phone and using computer to play games (41.98\%, 36.64\% respectively). According to type of game, almost all of them prefer to race game (37.12\%). However, it’s found that before and after playing games, the disabled children feel pleasure when they are spending time with games. The deaf children require games with three dimension (3D) game play with Thai menu. Moreover, they prefer cartoon characters to be important roles to present the story in games. Furthermore, the preview of storytelling by VDO before games shall provide the better feeling to the players. Besides, the music instruments that can be connected to the games is a kind of accessories kit which are demand.

Keywords: Game, Game Design, Game Habit, Deaf Children