



Why Deafverse?

As deaf teenagers prepare for life after high school, feelings of anticipation and uncertainty are to be expected. Deafverse is a unique and innovative choose-your-own-adventure online game created by NDC to reach deaf teenagers where they are – on their smartphones and computers – and provide them with an interactive experience that helps them build confidence, learn their rights, and develop necessary skills for this major life transition. Players will navigate common situations faced by deaf teenagers in a variety of typical settings such as school and work, then test out their responses to the challenges and conflicts in the safe space of the online game. Each Deafverse world will focus on a different postsecondary transition skill.



Learning Objectives

World One: Duel of the Bots focuses on strengthening teenagers' self-determination skills and preparedness for life after high school. Players will be able to:

- Evaluate different communication strategies across a range of settings
- Identify accommodations that are a good fit for personal preferences
- Understand options for accessibility of emergency alerts
- Identify assistive technology options for communication access
- Initiate choices based on personal preferences and interests
- Apply strategies for advocating for greater access across a range of settings
- Evaluate options for responding to social challenges
- Apply strategies for working with interpreters in the classroom
- Compare differences in requesting accommodations in high school and college
- Identify accommodation options for postsecondary environments



Game Features

Deafverse has been in a limited beta release since April 2018, with a pilot curriculum available upon request. In Fall 2019, look forward to the official launch of Deafverse *World One* with these new updates:

- Revamped gameplay experience with comic book themes and improved accessibility
- Showcase of #deaftalent like the mesmerizing Justin Perez
- Online and printable resources that extend learning opportunities
- Enhanced progress tracking capabilities for educators

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