



Gaming to Connect Playbook

AN INTERGENERATIONAL GAMING MODEL: BUILDING
SOCIAL CONNECTION THROUGH GAMING

LESSONS LEARNED, BEST PRACTICES, AND IDEAS TO
JUMP START YOUR OWN PROGRAM

PRESENTED BY:
FRONT PORCH CENTER FOR INNOVATION AND WELLBEING
&
ABLEGAMERS



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Introduction

Gaming to Connect is an accessible, intergenerational video gaming program designed to address social isolation, promote mental and physical wellbeing, and foster social and community engagement among older adults in residential senior living communities, community centers, and other aging-focused programs.

Purpose of Playbook

This playbook is designed to guide aging-focused organizations in hosting inclusive, accessible, and engaging gaming pop up events for older adults. Drawing from hands-on experience across multiple pop ups, the program leverages accessible video gaming technology, intergenerational “tech-buddy” volunteer support, and inclusive design to help engage older adults. Our aim is to offer a replicable, community-based model that connects older adults through gaming, fosters intergenerational relationships, and provides sustainable tools and resources, in the form of this playbook, to support long-term adoption and sustainability across senior-serving organizations.

This playbook provides practical insights from planning to execution of successful gaming popups, including but not limited to: inclusive program design, the selection of appropriate equipment & games, older adult outreach, younger adult “tech-buddy” volunteer recruitment, creating supportive social environments, and more.



FPCIW: Background

The core value of our work at Front Porch Center for Innovation and Wellbeing (FPCIW) is to explore and implement innovative uses of technology to empower individuals to live well, especially in their later years. For over 2 decades, FPCIW has developed and deployed needs-driven, collaborative, and scalable solutions aimed at promoting wellness among residents and staff across Front Porch's 50+ market-rate and affordable housing senior living communities.



Using technology to foster social connection and inclusion has remained a consistent theme across FPCIW's past and present initiatives. Projects such as virtual reality movement-based activities with RendreverFit and CyberCycle, cognitive wellness programs incorporating inter-community competition, and community Wii Bowling leagues exemplify our commitment to accessible, replicable models that enhance quality of life for older adults. These efforts are grounded in close collaboration with community staff and residents, ensuring that implementation is relevant, sustainable, and needs-driven.



FPCIW: Leveraging Relationships & Grant Context



Outside of our communities, collaboration remains a core principle of our work. The plethora of relationships that we have built with local colleges & universities, aging services & technology-focused organizations, and grantors continue to provide opportunities for mutually beneficial partnerships.

For Gaming to Connect, we had the opportunity to work with AbleGamers, a national leader in accessible gaming with over 2 decades worth of expertise and previous experience pioneering inclusive play and working with video game developers to ensure accessible design for individuals with disabilities. Their consultation was invaluable, informing program design to represent inclusive practices stressing accessibility for our older adult population.

Partnerships with academic institutions, such as the University of Southern California's gerontology and Samuel Merritt University's occupational therapy programs, have been key to supporting intergenerational engagement through young adult 'tech-buddy' volunteers.

Grant funding has been essential to the development and expansion of many FPCIW initiatives. Our ongoing relationship with the Consumer Technology Association (CTA) Foundation has provided critical support, most recently through funding for Gaming to Connect. Previous grants from the Foundation enabled the successful implementation of projects such as Voice First, Hearables for All, and Lighthouse, each contributing to FPCIW's reach in leveraging technology to positively impact the lives of older adults.



Why Gaming for Older Adults?



Research + Real World Results

Gaming to Connect combines accessible equipment, inclusive design, and intergenerational support to leverage research-backed advantages. Pop ups are deliberately aimed to reach a demographic of older adults already interested in growing; deliver purposeful social interactions in approachable settings; support cognitive and physical health; and combat isolation.



Social Connection

Games provide opportunities for collaborative goals and connections



Physical Health

Motion-controlled "exergames" improve balance and promote physical activity



Cognitive Benefits

Games improve working memory, processing speed, and attention.

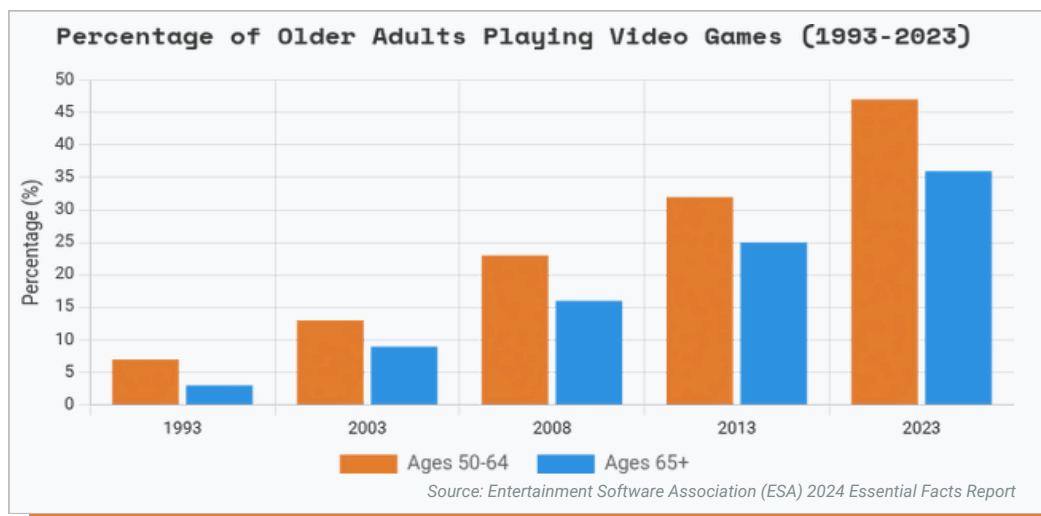


Combat Isolation

Social isolation increases risks of dementia, heart disease, and stroke

Older adults are gaming more

- In 2024, 29% of U.S. players were 50 and older, up from 9% in 1999 and 17% in 2004 (theesa.com).
- AARP's 2023 survey found 52.4 million gamers aged 50+, with 45% playing 12 hours weekly (aarp.org).



52.4M

Gamers aged 50+ in the U.S. (2023)

45%

Americans 50+ who play video games

3x

Increase in 50+ gamers over the past 25 years

AARP Gaming Trends Report (2023)

Gaming = Connection + Community

- Digital games provide opportunities for teamwork, friendly competition, & intergenerational play (aarp.org).
- Over two-thirds of 50+ gamers communicate with other players while they play (aarp.org).
- An eight-week Wii Bowling league in retirement communities statistically significantly increased perceived social connectedness and reduced loneliness among participants (journals.sagepub.com).
- Purpose-built programs, like the 2024 Intergenerational Remote Access to Gaming Experiences platform, demonstrate that remote intergenerational gaming can significantly reduce feelings of isolation and enhance emotional well-being for older adults with limited mobility (pubmed.ncbi.nlm.nih.gov).



Gaming to Connect: Post-Pop Up Outcomes

Older adult participants were given the option to fill out a voluntary post-pop up [survey](#)¹ (n=30). Results align with current research showing that accessible, social gaming programs foster well-being and community among older adults:

100%

agreed or strongly agreed
that they enjoyed the gaming
pop up sessions

85%+

agreed or strongly agreed
they would invite other
residents to participate

70%+

agreed or strongly agreed
they're interested in
participating in gaming leagues

¹See page 30: [Gaming to Connect Survey](#)

“

I didn't know video
games could be so fun!

“

It is so exciting to play
something new

“

I'm glad I learned how to
play, I can't believe I won!

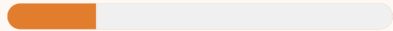
Cognitive and Physical Benefits

- 2023 clinical trial found playing selected smartphone games 3 times a week for 12 weeks improved cognitive performance and problem-solving ability in adults with mild cognitive impairment ([PubMed](#))
- Systematic reviews report that ~50% of controlled studies show significant gains in working memory, processing speed, or attention after video-game-based training ([PMC/NLM](#))
- Exergames (e.g., Wii Sports) add light to moderate activity, improve balance, and increase social engagement ([PubMed](#))

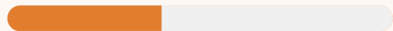
Cognitive Benefits

Gaming seniors have statistically significant improvements in multiple cognitive domains vs. non-gamers

Processing Speed +0.23 effect size



Selective Attention +0.40 effect size



Short-term Memory +0.35 effect size



Source: Toril et al. (2018), Archives of Gerontology and Geriatrics

Physical Benefits

Exergaming shows measurable improvements in physical function:

+14% average improvement in balance scores for older adults using motion-controlled gaming versus traditional exercise, showing significant improvements in mobility, balance recovery, and reduction in fall risk.

Source: Stanmore et al. (2019)

Emotional Benefits

Regular digital gaming correlates with improved mood and reduced symptoms of depression:

28% fewer depressive symptoms among older adults who play digital games at least three times weekly compared to non-gaming peers

Source: Allaire et al. (2023), Computers in Human Behavior

Addressing a Prevalent Health Issue

- Nearly **1 in 4** Americans age 65+ are socially isolated ([National Academies](#))



- Loneliness and social isolation in older adults raise risk of premature death from all causes, and increases dementia risk by up to 50%, heart disease by 29%, and stroke by 32% ([CDC](#))
- Chronic social isolation's impact on mortality is on par with well-established risk factors like smoking and obesity ([National Academies](#))

Gaming to Connect's Reach

Gaming to Connect pop ups create fresh opportunities for social engagement among older adults from many diverse backgrounds, reaching both market-rate and affordable-housing communities across California.



12

Communities
Across California



275

Residents
Engaged



21

Pop up
Events



5

Languages
Represented



The Players Behind the Pop Ups

Collaborative Success

Successful gaming pop ups are the result of intentional collaboration. Each role is a piece of the puzzle, providing essential support and unique insights contributing to well-planned, inclusive, and tailored pop ups.

Residents

The cognitive, physical, and social needs of residents guide all planning decisions. Programs must be tailored differently across Independent Living, Assisted Living, and Memory Care settings to ensure accessibility and enjoyment for all participants.

Community Staff

Staff integrate pop ups into community calendars, provide insights into resident preferences, maintain strong relationships with residents, and help identify potential Resident Ambassadors. Their institutional knowledge and authority are critical to program adoption.

Resident Ambassadors

Influential residents bridge the gap between organizers and the resident population by providing valuable feedback influencing pop up activities, helping with peer outreach, and encouraging participation through social connections. Their involvement is voluntary, but essential.

Tech Buddies

Young adult volunteers, often from local universities, provide hands-on technical support during events. They receive training on equipment and games, and help foster intergenerational connections through shared gaming experiences.

What Factors Contribute to a Successful Pop Up?

Goal Setting

Establish clear objectives for each pop up event and post pop up sustainment. Define success metrics and evaluation methods from the start.

Accessible Environment

Create a fun, approachable, and accessible space for residents through deliberate game and activity selection. Consider physical layout and sensory needs.

Resident Ambassador Involvement

Recruit resident ambassadors to offer feedback and assist in resident outreach. Their peer-to-peer connections enhance participation and comfort levels.

High Engagement

Ensure active participation from staff & tech buddies when supporting residents. Create meaningful interactions beyond technical support.

Incentives & Competition

Promote involvement with low-pressure contests, friendly competition, small giveaways, raffles, or prizes. Recognize achievements to boost confidence.

Tech Buddy Model

Pair young adult volunteers with older adults to promote intergenerational relationship building and provide support.

Informed Participants

Keep residents informed about upcoming pop ups, and give opportunities to ask questions and provide input. Clear communication builds trust and reduces anxiety about technology.

Key to Success

Successful pop ups balance structure with flexibility, allowing staff to adapt to the unique needs and interests of each community while maintaining core engagement principles. Remember that relationship-building is just as important as the gaming activities themselves.

Getting Started

Once you've defined what success looks like for your pop-ups, it's time to develop a plan working toward those goals.

Key to Success

Take a step back and brainstorm. Ensure all project planning decisions emphasize a resident-focused approach guided by your older adults' needs and preferences.

Resource Availability

Consider creative ways to leverage resources:

- Is there tech available that can be used?
- Do residents own smartphones or tablets?
- Are there available hostable spaces?
- How many staff members are available to support a pop up?
- Can volunteers be recruited from universities or organizations?
- Is there a available budget for equipment or prizes?

Preferences

Consider your older adults' preferences:

- Do they prefer competition or collaboration?
- What is their attitude towards new technology?
- Are there existing clubs or programs to build upon, such as art clubs for drawing-based games?

Cultural Dynamics & Audience

Consider older adults' cultural dynamics :

- Which languages are spoken?
- What games are familiar?
- What outreach methods are most effective (e.g., word of mouth vs. flyers)?
- Do they experience any physical or cognitive challenges that might affect how they engage with game rules or controls?



Example Pop Up Room Setup

Console Games:

TV-casted console games (E.g. Nintendo Switch or Wii) are easy to view, making them more inclusive for observers. These systems offer simple and accessible motion-based multiplayer games aimed at new players (e.g. Switch Sports Bowling), resulting in a user-friendly way to create shared experiences and encourage social connection

TV-Compatible Games:

Even without game consoles, there are many creative ways for engagement (e.g. split residents into teams and cast trivia from a staff phone, or stream short song clips from YouTube for a “guess the song” game)

Plenty of Seating:

offer seating for both players and audience members, helping intimidated residents engage even if they aren't directly playing. Sometimes residents prefer to observe before feeling ready to participate.

Tablet Game Area:

encourage residents to bring personal devices, or provide communal ones. Have a “menu” of appropriate games and a staff member/tech-buddy at each table to help residents download, setup, and navigate apps

Refreshments:

provide snacks and drinks for those not actively playing, and ask about preferences beforehand

Staff/Volunteer:

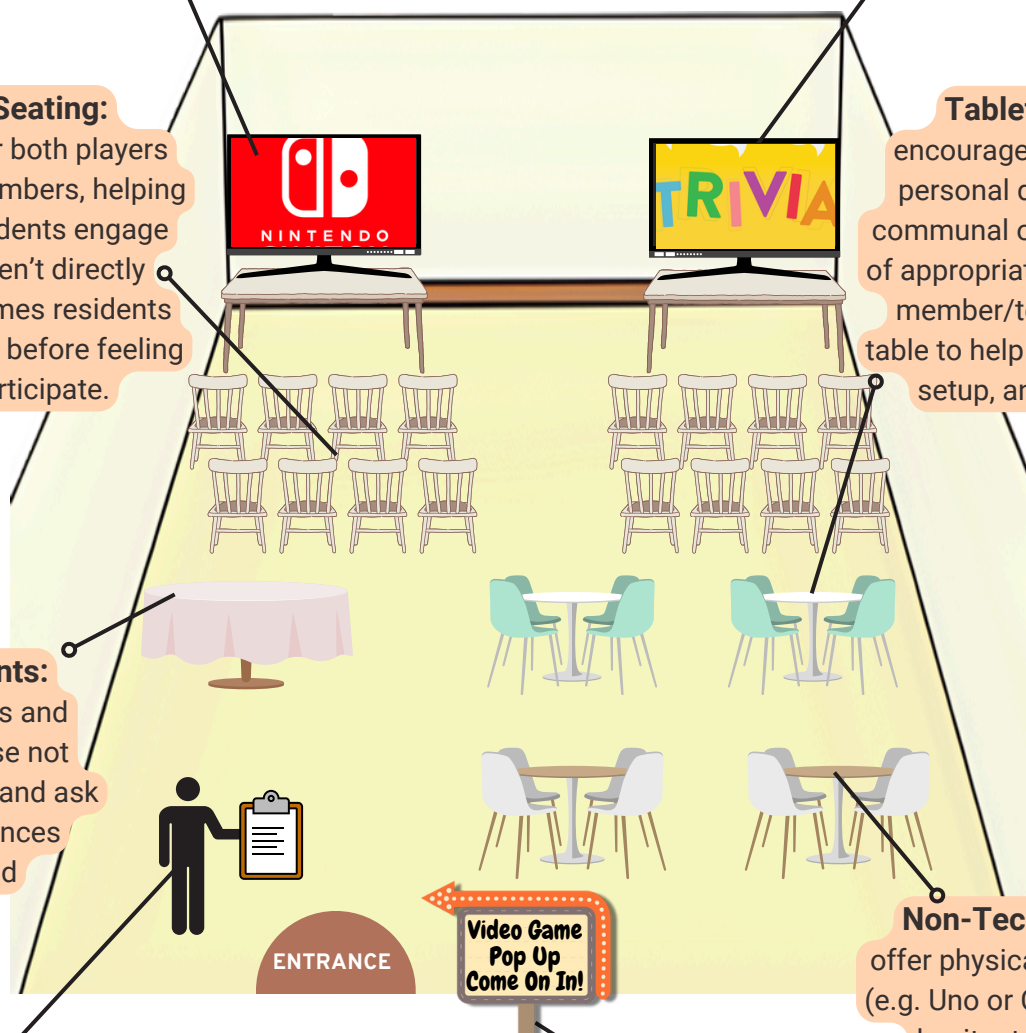
greet residents as they enter, explain room layout, and fill out attendance sheet

Signage:

post signage outside the room inviting passing residents to come in and join the pop up

Non-Tech Game Area:

offer physical, familiar games (e.g. Uno or Connect 4). Giving hesitant participants a comfortable way to engage allows them to observe video gameplay, often leading to eventual participation



Gaming to Connect: Project Phases

Key to Success

Prioritizing accessibility and inclusiveness, and older adult enjoyment at every stage ensures Gaming to Connect pop ups foster meaningful social connections. Always keep the needs and experiences of older adults at the center of planning and execution!

1

Collaborate & Prepare

- Identify your community's resources (equipment, spaces, funding, etc)
- Identify helpful relationships with external organizations (e.g. FPCIW partnered with AbleGamers for accessible gaming expertise; local universities for volunteer recruitment)
- Consider your older adult audience (culture, ability levels, tech familiarity, preferences)
- Identify platforms, games, and activities that would be a good fit

2

Pilot Test

- Test your proposed platforms and games with small groups of residents
- Test adaptive equipment to improve accessibility (e.g. styluses, controller grips, game-specific settings)
- Observe and note successes and shortcomings during sessions
- Gather feedback from residents and staff to identify successes and areas for improvement

3

Finalize Pop Up Plan

- Use insights to finalize a curated list of appropriate equipment
- Create a pop up layout template to maximize accessibility and inclusion
- Finalize older adult post-pop up survey for event feedback and project evaluation

4

Pop Up Prep

- Recruit and train resident "Ambassadors" and local university volunteer "Tech-Buddies"
- Collaborate with staff to schedule pop up dates and tailor project plans
- Consider staff input, resources, culture, hosting space, and interests of targeted older adults to make final adjustments to pop up plan
- Prepare and distribute collateral, signage, and marketing materials to promote event

5

Host Gaming Pop Ups

- Create welcoming and supportive gaming environment for older adults of all skill levels
- Promote social engagement with group activities, friendly competition, or cooperative goals
- Make the event fun! Consider including refreshments, prizes, and leaderboards
- Support older adult needs alongside Tech-Buddies and Resident Ambassadors
- Gather older adult feedback via voluntary survey and casual conversation

Choosing Equipment, Games, & Peripherals

Equipment needs can vary depending on your community's goals and resources. When selecting hardware and games, prioritize accessibility, approachability, and inclusiveness. Choose low-barrier, intuitive, and adaptable games, often motion-based or turn-based, that can suit residents' physical and cognitive ability.



Accessibility

Ensure all residents can participate regardless of physical or cognitive abilities



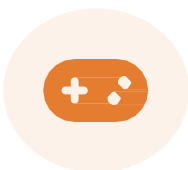
Approachability

Select intuitive games with simple controls and clear instructions



Inclusiveness

Create opportunities for social connection and group participation



Adaptability

Choose games that can be modified for different ability levels



Engagement

Focus on activities that stimulate social connection and engagement



Comfort

Consider activities that allow hesitant residents to observe before deciding to participate

Key to Success

Before investing in new equipment, assess what your community already has available. Many devices like TVs, tablets, or computers can be repurposed for gaming activities with minimal additional investment.

Nintendo Switch

What is it?

- Compact, versatile gaming console with detachable controllers
- Can be used as handheld device or connected to TV
- Features motion controls and touchscreen capabilities

Why it works for seniors

- User-friendly interface with intuitive controls
- Motion controls enable physical activity at different ability levels
- Multiplayer functionality promotes social interaction

Recommended Games

Mario Kart 8 Deluxe

Racing game with auto-accelerate and smart steering accessibility features for easier play

Clubhouse Games: 51 Classics

Compilation of familiar board, card, and tabletop games such as Connect 4, Mancala, Go Fish, etc



Accessibility Tips

- Connect to larger TV screens when playing split-screen games to aid with visibility
- Consider Joy-Con ergonomic grips and joystick grips for individuals with limited dexterity

iPad/Tablets

What is it?

- Touchscreen tablets with intuitive interface
- Large, customizable displays with high resolution
- Extensive ecosystem of apps designed for older adults

Why it works for seniors

- Simple, touch-based interface requires minimal training
- Built-in accessibility features (font size, voice control)
- Many app offerings fit for various skill levels

Recommended Apps

Happy Color

Similar to paint-by-number activity allowing older adults to play at their own pace

Wordscapes

Puzzle game similar to word search and anagrams featuring progressive difficulty



Accessibility Tips

- Enable larger text and high-contrast settings
- Use stylus pens with large grips for residents with limited fine motor skills

Rendever/RendeverFit

What is it?

- Virtual reality headset platform designed for seniors
- Offers immersive experiences and light exercise activities

Why it works for seniors

- Promotes shared group experiences
- Enables virtual travel to famous and familiar destinations
- Designed specifically for older adults with curated content

Recommended Experiences

Group Travel

Shared virtual journeys to famous locations or residents' childhood homes, via Google Maps.

360 Video

Explore Rendever's custom curated VR videos



Accessibility Tips

- Use adjustable head straps for comfort
- Cater content's movement and activity level of to the resident

Obie Interactive Projection System

What is it?

- Interactive projector that transforms tables or floors into touchscreens
- Projects games and activities onto any flat surface with games created for older adults

Why it works for seniors

- No hand-held devices needed for interaction
- Accommodates multiple players simultaneously
- Adjustable projection sizes for different visual abilities

Recommended Games

Balloon Pop

Touch-based activity where residents tap to pop colorful balloons.

Color Match

Team-based activity encouraging color recognition and coordination.



Accessibility Tips

- Adjust projection height for seated users, and project onto high contrast surfaces such as a white cloth
- Calibrate touch sensitivities in setting for responsive interaction

IN2L (It's Never 2 Late)

What is it?

- Adaptable touchscreen system with senior-focused content
- Purpose-built technology for older adult engagement
- Comprehensive library of applications and activities

Why it works for seniors

- Simple, intuitive interface designed specifically for seniors
- Rich content library tailored to older adults' interests
- Customizable experience for different cognitive abilities

Recommended Applications

IN2L Games Suite

Collection of memory, logic, and entertainment games designed for cognitive and social engagement for older adults

Group Trivia

Interactive trivia with adjustable difficulty levels that fosters social and community engagement



Accessibility Tips

- Customize facilitation and guided activities based on resident abilities
- Use adaptive touch settings for different sensitivity needs

Gaming to Connect: Best Practices



1. Project Planning: Define Roles and Responsibilities

- ✓ Assign clear roles for staff member, tech-buddy volunteer, and Resident Ambassadors
- ✓ Clearly communicate expectations, responsibilities, and commitments
- ✓ Create a timeline of overall and individual deliverables, prospective events, and milestones



2. Pre-Pilot: Engage Residents Early

- ✓ Host Resident Info Sessions to present plans, goals, and expectations
- ✓ During these sessions:
 - Gauge resident interests and comfort levels with technology
 - Identify & recruit potential Resident Ambassadors
 - Collect feedback on what excites or intimidates residents to inform project plan



3. Always: Prioritize Accessibility and Inclusive Design

- ✓ Offer adaptive tools such as:
 - Styluses for tablets and controller grips for easier handling for those with dexterity issues
 - Adjust relevant settings and difficulty levels whenever possible
- ✓ Provide clear instructional handouts and "cheat sheets" for unfamiliar games
- ✓ Staff each station with at least one trained person (staff, RA, Tech-Buddy) willing to support and troubleshoot for participants



4. Always: Addressing Tech Anxiety

- ✓ Actively listen and be patient when supporting
- ✓ Use everyday language & avoid technical jargon
- ✓ Relate new concepts back to familiar ones
- ✓ Recognize that many older adults have little gaming experience, adjust pacing accordingly
- ✓ Occasionally check in to see how things are going with reserved older adult gamers



5. Pop Up: Foster an Inclusive and Supportive Atmosphere

- ✓ Emphasize openness to all ability levels throughout messaging and conversations
- ✓ Encourage participation and learning over competition:
 - Focus on fun rather than who is most skilled
 - Celebrate small wins, participation, and effort
- ✓ Identify and highlight opportunities for cooperation and shared goals where possible



6. Pop Up: Build a Social, High-Energy Environment

- ✓ Maintain a positive tone, cheer for all participants, and recognize milestones
- ✓ Praise effort and improvement rather than skill
- ✓ Use games as conversation starters, but feel free to explore other topics
- ✓ Incorporate low pressure stakes or reward



7. Pop Up: Survey Etiquette

- ✓ Distribute surveys mid-session or just before event wrap-up to improve response rates
- ✓ Keep surveys short (3–5 minutes max)
- ✓ Include at least one open-ended question for qualitative feedback
- ✓ If situationally realistic, consider holding a brief, informal focus group. A quick conversation can yield so much useful insight from your older adult participants

Gaming to Connect Collateral

SCAN TO
ACCESS



Equipment Guides



Guides Should Include:

- ✓ Simple **step-by-step instructions** with clear visuals
- ✓ **Accessibility settings** specific to each device to accommodate various needs
- ✓ **Troubleshooting** tips for common issues to minimize disruption
- ✓ Plain, **accessible language** free of jargon

Key to Success

Remember that these guides should serve both staff members and older adults who may be encountering gaming technology for the first time. Many excellent guides exist online that can be adapted to your specific needs.

Flyer Templates



Outreach Best Practices

- ✓ Keep messaging **concise yet descriptive** with clear details on **time, location, and activities**
- ✓ Align messaging with your older adults' **cultures, values, and interests**
- ✓ Use **multiple outreach channels** simultaneously: email, posted flyers, word of mouth, etc
- ✓ Provide **consistent and frequent reminders** leading up to events

Key to Success

We found success offering incentives (prizes, refreshments) and pairing new video game activities with familiar ones. For example, hosting a "Board Game Social" featuring both physical and digital games makes the event more approachable and increases willingness to try gaming technology.

Survey Methodology



Key to Success

Surveys and focus group feedback help measure success against project goals established when developing your project plan, and provides valuable insight informing future improvements. e.g. Gaming to Connect targeted an 80% satisfaction rate while gathering quantitative and qualitative data, but your specific metrics should reflect your community's unique objectives.

Implementation Lessons

- ✓ **Survey timing is critical:** We encountered low completion rates with end-of-event surveys since many participants left early or had other commitments
- ✓ Distribute surveys toward the end, but **before the event concludes** completely
- ✓ Consider offering a **small incentive** for survey completion to increase response rates

Nintendo Switch Setup Guide



CONTENTS



Nintendo Switch™ Console



Joy-Con™ (L and R)



Nintendo Switch Dock



Joy-Con Grip



Nintendo Switch AC Adapter



HDMI™ Cable



Joy-Con Straps

This step-by-step guide will help you set up and use your Nintendo Switch!

What is the Nintendo Switch?

The Nintendo Switch is a video game system you can use in two ways:



TV Mode

Play on television



Handheld Mode

Play anywhere

What's in the Box?

Your Nintendo Switch package includes everything you need:



Switch Console: Main screen



Switch Dock: Connects to TV



Joy-Con Controllers: Left & right



AC Adapter: Power cord



HDMI Cable: TV connection



Joy-Con Accessories: Straps & grip

Nintendo Switch Setup Steps

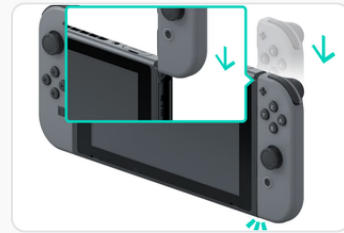
1. Plug It In

- a** Open the back cover of the dock
- b** Plug the AC adapter into the dock and wall
- c** Connect HDMI cable from dock to TV



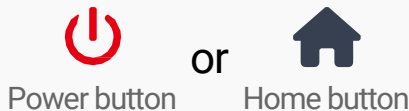
2. Attach Joy-Con Controllers

- a** Slide the left Joy-Con onto the left side
- b** Slide the right Joy-Con onto the right side
- c** Push until you hear a "click" sound



3. Turn It On

- a** Press the Power button on the top of the console
- b** Or press the Home button (house symbol) on the right Joy-Con
- c** Wait for the welcome screen to appear



4. Using Joy-Cons Separately

- a** Press small black button on the back of Joy-Con
- b** Slide Joy-Con upward to remove from console
- c** Hold in each hand - lights show they're connected
- d** Use Joy-Con straps for safety during active games

💡 Helpful Tips

- Make sure all cables are firmly connected
- Use TV remote to select correct HDMI input
- If Joy-Cons won't connect, try reattaching them to the console to reset
- To turn off, hold Power button for 3 seconds and select "Power Options"

Controller Guide & Navigation

Controller Buttons: An Overview

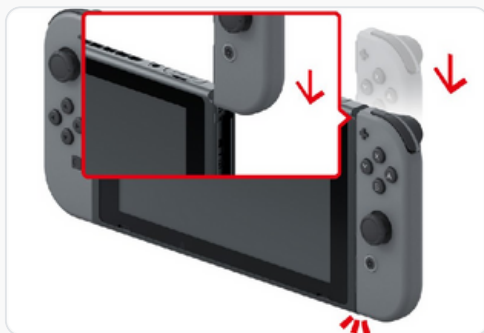


- **A/B/X/Y:** Action buttons
- **Control Sticks:** Moving around
- **+/- Buttons:** Menu options
- **Home Button:** Return to main menu
- **L/R & ZL/ZR:** Shoulder buttons

- The “**A**” button is generally **select** or **yes**
- The “**B**” button is generally **cancel**, **back**, or “**no**”
- the **Left stick** is generally how you move and navigate menus/games

How to Hold and Use Your Controllers

The Joy-Con controllers can be used in four ways:



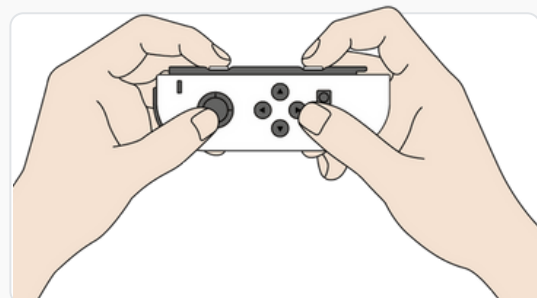
1. **Attached:** On the sides of the console



2. **In the Grip:** Combined as one controller



3. **Separately:** One in each hand







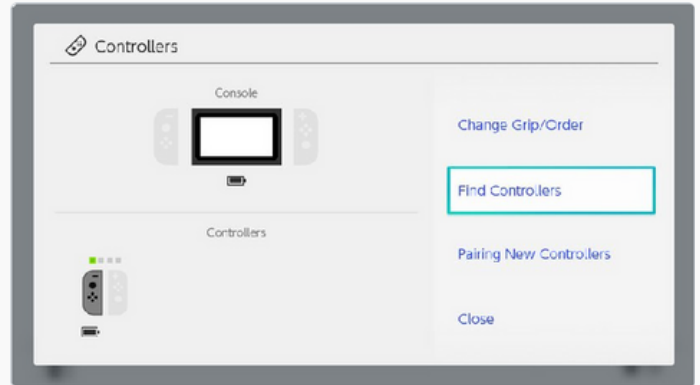
4. **Single Joy-Con:** Held horizontally (usually)

The "Change Grip/Order" Menu

What is the "Change Grip/Order" Menu?


The "Change Grip/Order" menu helps you set up your controllers in different ways. This special menu lets you:


-  **Connect new controllers to your Switch**
-  **Change which player uses which controller**
-  **Set up controllers for multiple players**
-  **Reconnect controllers that aren't working**





The "Change Grip/Order" menu screen

When to Use the "Change Grip/Order" Menu

-  **Adding Controllers**
When you buy a new controller or want to use a friend's controller with your Switch

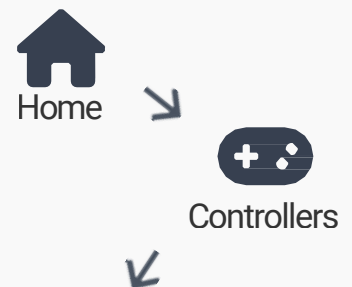
-  **Multiplayer Games**
When you want to play games with friends or family members

-  **Controller Problems**
When your controller isn't responding or is connected to the wrong player position

-  **Different Play Styles**
When you want to change how you're using your controllers (together or separately)

How to Access the "Change Grip/Order" Menu

- 1** From the HOME Menu (main screen with all your games), look for the "Controllers" icon at the bottom of the screen
- 2** Select "Controllers" by pressing the A button
- 3** Choose "Change Grip/Order" from the menu that appears
- 4** You'll see a special screen showing controller outlines that you can fill in by pairing controllers

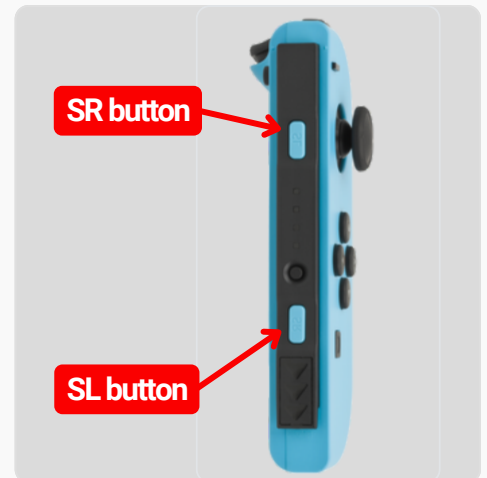
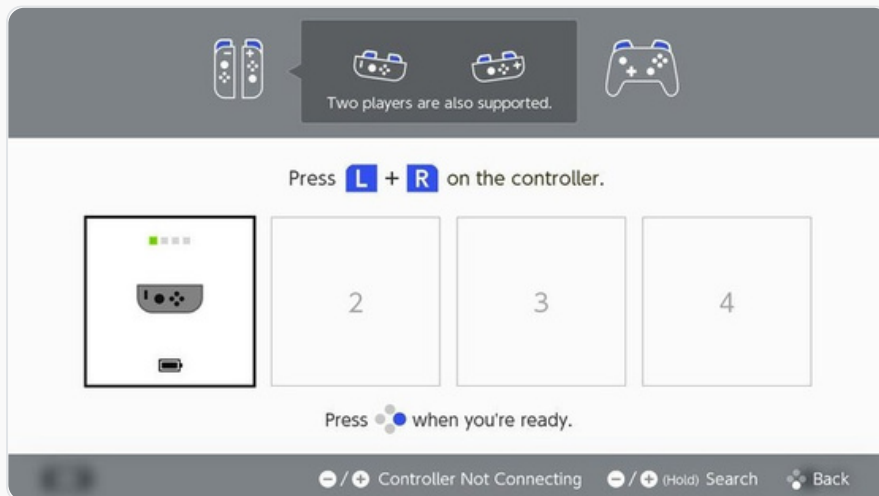


"Change Grip/Order"

Example: Setting Up Two Players with One Joy-Con Each

Two-Player Setup Instructions

- 1 Start with both Joy-Cons attached to your Nintendo Switch or paired as a single controller
- 2 Go to the HOME Menu, select "Controllers" and then "Change Grip/Order"
- 3 On the Change Grip/Order screen, press the SL and SR buttons on the first Joy-Con
- 4 The first controller outline will light up, showing Player 1 is now using the first Joy-Con
- 5 Next, press the SL and SR buttons on the next Joy-Con controller
- 6 The second controller outline will light up, showing Player 2 is now using the next Joy-Con
- 7 Press the A button on either controller to finish and return to the HOME Menu



Tips for pairing

- The SL and SR buttons are the small buttons on the inside edges of each Joy-Con
- Hold the Joy-Con sideways (horizontally) when pressing SL and SR buttons
- You'll know a controller is connected when it vibrates and its lights flash
- You can always return to this menu to reconnect controllers that stop working

Troubleshooting

- If a controller doesn't connect, try pressing SL + SR again
- If controllers won't respond, reattach them to the console and try again
- If controllers still won't respond, try pressing the small "sync" button next to "SL"
- You can always press HOME and return to the "Change Grip/Order" menu to start over

Helpful Tips & Accessibility Options

Common Issues & Solutions

Problem	Solution
No power or won't turn on	Hold the power button for 12 seconds to reset. Check AC adapter connections. Charge for 30+ minutes.
No sound	Check volume buttons on top edge. Make sure TV isn't muted. In System Settings, check audio output.
Joy-Cons not working	Reattach Joy-Cons to console, then remove. Check battery by pressing any button - lights should flash.
No picture on TV	Make sure HDMI cable is connected to both dock and TV. Use TV remote to select correct HDMI input source.



How to Turn Off Your Switch:

Hold the Power button (top edge) for 3 seconds. A menu appears. Select "Power Options" then "Turn Off."

Making It Easier: Accessibility Options

To access settings:

- 1 Go to Home screen (press Home button)
- 2 Select "System Settings" icon (gear/cog symbol)
- 3 Scroll down to find available options



Home



Settings



Options



Dark Mode: In System Settings > Themes > Choose "Basic Black" for less eye strain



Button Remapping: In System Settings > Controllers and Sensors > Change button mapping



Internet Connection: In System Settings > Internet > Internet Settings to connect to WiFi



Larger Text: In System Settings > System > Change display size to make menu text larger



Volume Control: Use buttons on top of console or adjust in System Settings > System

Board Game Social!



DATE TIME
LOCATION

**Tell your friends and join
us for a morning of:**

CARD GAMES
BOARD GAMES
REFRESHMENTS
PRIZES!

**Featuring over 50 virtual board
games on the Nintendo Switch
such as:**

FOUR-IN-A-ROW
MANCALA
DOMINOES
DOTS AND BOXES
AND MORE!



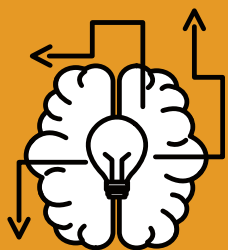
NINTENDO SWITCH BOWLING PARTY

COME TRY VIRTUAL BOWLING WITH
FRIENDS! ALL SKILL LEVELS WELCOME!

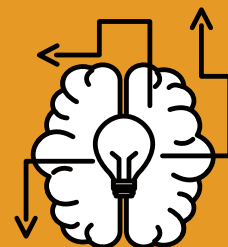
INTERESTED?

SIGN UP!



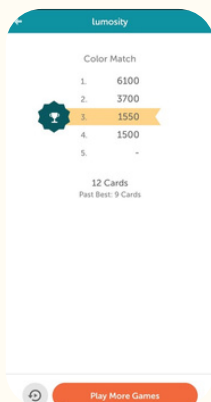


Lumosity



1 Find app on tablet

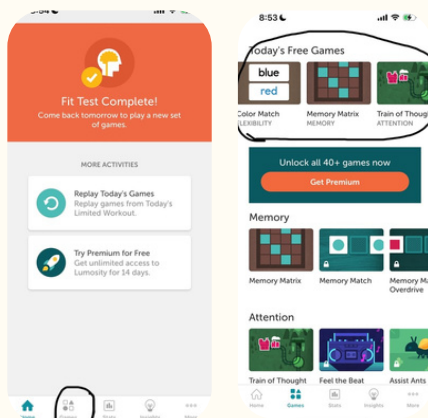
Look for this logo on the tablet and click on it



4 Changing Games

After the game is finished, click the orange button at the bottom of the screen that says "Play more games."

The game screen will open and allow to pick one of the other games at the top of the screen

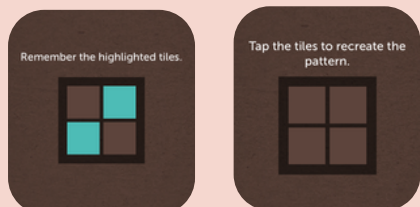


2 Getting to the games

After the app opens, click on the games icon on the bottom left corner, circled on the left photo above.

There will be three games to choose from at the top of the next screen circled above in the right photo.

5 Memory Matrix



Remember the highlighted tiles

Tap the tiles to recreate them

As you progress, more tiles will be added

3 Color Match

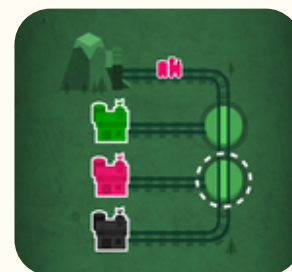


Click the orange play button to start

Identify if the meaning of the top word matches the text color of the bottom card, Select yes or no

Respond quickly avoiding mistakes with 45 seconds to complete the game

6 Train of Thought



As the trains leave the tunnel in the mountain, direct the trains to the same color station

Tap the light green circles to switch the direction of the tracks

Plan ahead and be as accurate as possible

There are 2 minutes to complete the game

Gaming to Connect Survey

Thank you for participating in our Gaming to Connect Pop Up! This survey should take around 5 minutes to complete. Please let a volunteer or staff member know if you'd like help filling it out.

1. What is your age range?

- ☐ Under 60
- ☐ 60-70
- ☐ 71-80
- ☐ 81-90
- ☐ 91 and above

2. Prior to today, how frequently had you engaged with video games?

- ☐ Never
- ☐ 1-2 times ever
- ☐ one or more times a year
- ☐ one or more times a month
- ☐ one or more times a week

3. What video games have you played before?

4. What games did you play today?

5. How would you rate the difficulty of the games you played?

- ☐ very easy
- ☐ easy
- ☐ moderate
- ☐ challenging
- ☐ very challenging

6. What was your favorite and least favorite part of this experience?

7. What was the most difficult or frustrating part of this experience?

8. How could we make this gaming session more enjoyable?

9. Are there any specific games or game genres you would like to try?
If so, which ones?

Please mark the option that best fits your attitude towards today's video game pop up.

Statement	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
1. I enjoyed the session					
2. I would be interested in participating in regular gaming events/leagues					
3. I would be willing to try new types of games/systems					
4. I would invite my family members to play					
5. I would invite other residents to play.					
6. I would prefer to play single player games					
7. I feel comfortable with technology					
8. I would be interested in more complex games					
9. I struggled with the difficulty of the games I played during the session					
10. If I were to participate in similar gaming sessions, I would prefer to be competitive					
11. If I were to participate in similar gaming sessions, I would prefer to be cooperative					
12. I would be comfortable gaming without staff present					

Thank you for completing this Gaming to Connect Survey!

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