

Are you a Deaf and/or Hard of Hearing individual?	What degree of Hearing Loss do you have?	On average, how many hours do you spend per week playing video games?	Do you use accessibility features when playing video games?	What accessibility features MUST a game have for it to be playable for you? (Select all that apply)	Do you think games today are easily accessible for gamers like you?	What accessibility features SHOULD a game have for it to be playable for you? (Select all that apply)	On a scale of 1-5, how easy was it to read in-game subtitles in the last 5 games you've played?	Have you ever played a VR (Virtual Reality) game or experience?	Did you enable the subtitle feature in the last VR game you played?	Was the option to enable the subtitle feature present in the last VR game you played?	On a scale of 1-5, how easy was it to read in-game subtitles in the last VR game you played? **If you've never played a VR game, please skip this question**	What is one accessibility feature that, if added, would aid in your ability to play video games?
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	Yes	Visual Cues (Captions), Speech-to-Text	Yes	Visual Cues (Captions)	3	No	Never used VR before	Never used VR before		Na
Yes I am Deaf	Profound	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen), Visual Cues, Haptic Feedback, Speech-to-Text	Yes	Subtitles, Haptic Feedback, Speech-to-Text	5	No	Never used VR before	Never used VR before		Woojer vest
Yes I am Deaf	Profound	Less than 5 hours per week	No	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.)	No	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	3	No	Yes	Yes		2 Subtitles
Yes I am Deaf	Profound	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Speech-to-Text	3	No	Never used VR before	Never used VR before		3 More captions
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	No	Speech-to-Text	No	User Adjustable Subtitles (change text size, background opacity, etc.)	1	No	Yes	Yes		1 Everything
Yes I am Hard of Hearing	Moderate - Severe	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	No	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	2	No	Never used VR before	Not sure		Turn off background sounds / music so dialogue is understandable
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.)	2	No	Never used VR before	Never used VR before		Subtitles
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.)	4	No	Never used VR before	Never used VR before		A plain color behind the subtitles to make the subtitles more visible because sometimes I dont see them.
Yes I am Deaf	Profound	Less than 5 hours per week	No	Visual Cues	Yes	Visual Cues (Captions)	3	No	Never used VR before	Never used VR before		Captioned with sounds at the same time
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.)	Yes	Subtitles	4	No	Never used VR before	Never used VR before		None in my opinion
Yes I am Deaf	Profound	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Haptic Feedback	No	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Haptic Feedback, Speech-to-Text	3	No	Never used VR before	Never used VR before		I think the existing accessibility features aid me just fine, but many developers fail to even include any of these aids, and so I end up being unable to play parts of the game. There's also music/audio-based minigames just to advance in some games, which really frustrate me, and I have to ask a hearing friend to help me to clear them. I think if developers add a skip option or add accessibility aid for them, it would be much better.
Yes I am Hard of Hearing	Mild	Less than 5 hours per week	No	User Adjustable Subtitles (change text size, background opacity, etc.), Speech-to-Text	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Speech-to-Text	4	Yes	Yes	No		2 Text

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Yes I am Hard of Hearing	Moderate	5-15 hours per week	No	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles	5 No	No	No	Never used VR before		Only hard of hearing in one ear. Mono option is just fine in case the game uses both speakers for individual sound effects/ sounds in music, especially if its ever used in mission based games.
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Haptic Feedback	No	Subtitles	3 Yes	No	Yes			5 3d Audio
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen), Haptic Feedback	Some games are, others aren't	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Haptic Feedback	3 No	Never used VR before	Never used VR before			N/A, they usually have subtitles
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen), Haptic Feedback	Yes	Subtitles, Haptic Feedback	5 No	Never used VR before	Never used VR before			N/A
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	Yes	User Adjustable Subtitles (change text size, background opacity, etc.)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Mono Sound Feature	3 No	Never used VR before	Never used VR before			To be able to read the subtitles more clearly on the game or make the game font bigger. it can be annoying to read text that are too small to read -.-
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	No	Subtitles (Closed Caption Text on Screen), Visual Cues	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	4 No	Never used VR before	Never used VR before			Better tool tips
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	No	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.)	5 No	Never used VR before	Never used VR before			Sound wave adjustments for hearing aid and noise blocking
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	3 No	Never used VR before	Never used VR before			Nothing really
Yes I am Deaf	Moderate - Severe	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues	Not really, I'm not gamers	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	3 No	Never used VR before	Never used VR before			Call of Duty and GTA
Yes I am Deaf	Profound	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles, Visual Cues (Captions)	2 No	Never used VR before	Never used VR before			Captioning, printed music
Yes I am Hard of Hearing	Moderate	5-15 hours per week	Yes	User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues	Yes	Subtitles, Visual Cues (Captions)	3 Yes	Yes	Not sure			3 Speech to text
Yes I am Hard of Hearing	Mild	5-15 hours per week	No	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles	4 Yes	Yes	Yes			4 Toggle subtitles through quick button
Yes I am Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	No	Subtitles (Closed Caption Text on Screen), Visual Cues, Speech-to-Text	No	Subtitles, Visual Cues (Captions), Speech-to-Text	2 Yes	No	Yes			1 i dont know!
Yes I am Deaf	Profound	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen), Visual Cues, Haptic Feedback	somewhat	Subtitles, Visual Cues (Captions)	5 No	Never used VR before	Never used VR before			nothing
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.)	Going in the right direction but could be improved	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Haptic Feedback, Mono Sound Feature, Speech-to-Text	3 Yes	No	No			Arthritic and mobility friendly ergonomic 2 designed controllers

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Yes I am Hard of Hearing	Moderate	15 + hours per week	Yes	User Adjustable Subtitles (change text size, background opacity, etc.), Speech-to-Text	Yes	User Adjustable Subtitles (change text size, background opacity, etc.), Speech-to-Text	5	Yes	Yes	Yes		5 Background music control
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	No	Subtitles (Closed Caption Text on Screen), Haptic Feedback	Yes	Speech-to-Text	5	Yes	No	Not sure		5 Speech to text
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	No	User Adjustable Subtitles (change text size, background opacity, etc.)	Yes	Visual Cues (Captions)	2	Yes	Yes	Not sure		2 Visual
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	No	Subtitles (Closed Caption Text on Screen), Haptic Feedback	Yes	Subtitles, Visual Cues (Captions)	5	Yes	No	Not sure		Customizable controls. Reassign ANY action to any button.
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Haptic Feedback, Mono Sound Feature, Speech-to-Text	4	Yes	No	Not sure		It's already a known feature, and many video games do have it, but I believe subtitles are really important. I'm not hard of hearing, but I have trouble picking up all audio and sometimes, I even miss what a character says.
Yes I am Hard of Hearing	Profound	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	No	Subtitles, Speech-to-Text	2	Yes	No	No		2 Reduce background noises and music
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	No	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues, Haptic Feedback	Yes	User Adjustable Subtitles (change text size, background opacity, etc.)	4	Yes	No	No		Less commotion/insane effects on screen. it takes away from subtitles and visual cues needed to enjoy the game
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Haptic Feedback	3	Yes	No	Not sure		3 N A
I am not Deaf or Hard of Hearing	I do not have a hearing loss	Less than 5 hours per week	No	Haptic Feedback	Yes	Visual Cues (Captions)	4	Yes	No	Yes		2 3D
I am not Deaf or Hard of Hearing	I do not have a hearing loss	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.)	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.)	4	Yes	No	Not sure		2 The ability to put subtitles anywhere on the screen upon request.
I am not Deaf or Hard of Hearing	I do not have a hearing loss	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Not needed for me but I like them	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Haptic Feedback, Mono Sound Feature, Speech-to-Text	3	Yes	Yes	Yes		4 More vibrations to controllers.
Yes I am Deaf	Profound	Less than 5 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	No	Subtitles	5	Yes	Yes	Yes		5 More of research on online game.
Yes I am Deaf	Profound	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen)	Somewhat	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Speech-to-Text	4	Yes	No	Not sure		Speech to text with good accuracy percentage
Yes I am Deaf	Profound	5-15 hours per week	No	User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues, Speech-to-Text	No	Subtitles	3	No	Never used VR before	Never used VR before		delete sound!

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Yes I am Deaf	Profound	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.)	The easily accessible for games are around 50%, due to some popular demands games have no captions available, makes me not purchasing these fun games.	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	4	Yes	Yes	Yes		4 Captions, definitely captions.
Yes I am Deaf	Profound	5-15 hours per week	No	Subtitles (Closed Caption Text on Screen)	No	Mono Sound Feature	5	No	Never used VR before	Never used VR before		Give an access for deaf people to turn off sound of steps when I run so hearing can't hear cuz it's fair when I deaf and I had a access to turn it off and they can't hear it
Yes I am Deaf	Profound	15 + hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues	No	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions)	2	Yes	No	No		1 Subtitles that provide information about action sounds, like if another player was approaching from behind. Games provide audio for that so why not subtitles?
Yes I am Deaf	Profound	5-15 hours per week	Yes	Subtitles (Closed Caption Text on Screen), User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues	Yes	Subtitles, User Adjustable Subtitles (change text size, background opacity, etc.), Visual Cues (Captions), Haptic Feedback, Mono Sound Feature, Speech-to-Text	3	No	Never used VR before	Never used VR before		Subtitle with size option and color text as well with black background almost like closed caption. That's more readable than the white text and hard to read with graphic moving