Taking ownership of gaming and disability

# Details

## Year

Not reported

## Scope

Other

## Countries

Sweden

## Type

Empirical research – Qualitative

## Methodologies

## Researched Groups

Other

## Other Researched Group

Teenagers and young adults

## Children Ages

Other

## Other Childrens Age Group

16 to 27 years

## Funder

Research platform for disability research in Region Skåne, Sweden

## Funder Types

Regional Government

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://www-tandfonline-com.ezproxy.ub.gu.se/doi/pdf/10.1080/13676261.2017.1313969?needAccess=true

## Data Set Availability

Not mentioned

# Goals

"In this article we analyze how [teenagers and young adults with disabilities who play digital games] frame the games biographically, situationally and bodily, and how they respond to various challenges as they pursue their cultural interest. Our focus is on the social and cultural aspects of being young, living with disabilities and living with games, sidestepping the instrumental perspectives that often are expected in this area (cf. Apelmo 2013, 39)." (Authors, 1144)