AbleGamers — Talking Points for Streamers

A quick-reference sheet for shoutouts, overlays, and chat questions · 2026 Edition

Who We Are

Since 2004, AbleGamers has used video games to combat social isolation, build inclusive communities, and improve quality of life for people with disabilities — reaching an estimated **46 million** potential players with disabilities in the U.S. We helped shape the **Xbox Adaptive Controller** and **PlayStation Access Controller** with Microsoft and Sony.

How We Help Players

- **Able Player One** — real players with disabilities sharing how adaptive gaming changed their lives.
- **Partners** — a hospital/rehab partner network offering training and adaptive equipment.
- **Community** — Discord, game nights, and events connecting players year-round.
- **Developer Collaboration & Research** — partners with studios on accessibility standards.

New in 2026: Going Global with the GG Federation

AbleGamers launched the **GG Federation**, our international governing body for adaptive esports, working toward Paralympic recognition. This year alone: **i3** (Milan) drew 55 competitors, timed with the Winter Paralympics; **Gamescom LATAM** brought an NVIDIA-partnered tournament to São Paulo, Brazil; and **Durban** hosted South Africa's first adaptive esports tournament — four of the world's six continents in 2026 alone, a record year.

Bring It to Your Stream

- Shout out the **AbleGamers Stream Team** — creators with disabilities streaming today, including HandiSkyWalker, TheCrippleOne, SUPERillQUAD, and BreadWinner.
- Feature an **Able Player One** story, or play clips from **youtube.com/ablegamers**.
- Download our logo and this one-sheet at ablegamers.org.

What Donations Unlock

Gift	Impact
$100	Essential adaptive equipment for a player
$500	Advances research and accessibility advocacy
$1,000	Funds adaptive programs and inclusive events
$5,000+	Supports industry partnerships and the GG Federation

Questions for chat? Point viewers to ablegamers.org or ggfederation.org.