







12. GAMERS, WHAT ELSE?

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Among the 50% of the French population who play video games on a regular basis, there are quite a few deaf people. We'll meet Mathis, a student who "caught the bug when he was little"; Anthony, founder of the "One geek" association, which brings together gamers who sign and makes publishers more aware of the issue of accessibility of their games. And there is David , librarian in a media library with a huge collection of video games.

By giving the floor to these three inveterate gamers, we understand the reasons that led them to the intensive practice of video games, the benefits that playing brings them, but also the limits that they have to set for themselves. Are you ready? To your joysticks!

AVAILABLE FOR SCREENING: original French (commentary, sub-titles, signing)

Categorie(s): Society & Human Interest, New Programmes
Tag(s): Deaf and Hard-of-hearing, youth, leisure

Producer(s): POINT DU JOUR
Coproducer(s): FRANCE 5 - France Télévisions
Length: 1x26 / Format: One-off
Original version: French
Nationality: France, 2022
Rights: world
Support(s): HD file

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