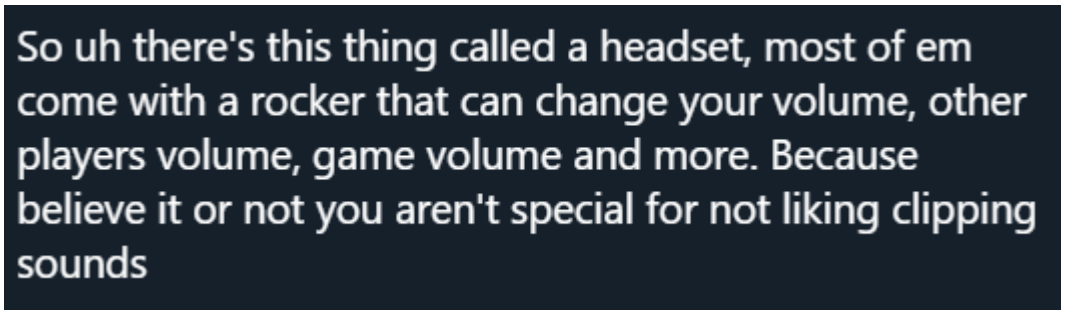
Twitter Thread by AutisticSciencePerson



AutisticSciencePerson
@AutSciPerson

Me: Made a thread about how people don't understand hyperacusis and give advice that obviously I've already tried.

This person only a few tweets into the thread:



I only tweeted this because, like it or not, this is the general population's reaction to me talking about hyperacusis.

Similar replies happened when there was the whole "not clapping" article regarding Cambridge.

They're so quick to label disabilities as not real disabilities.

It's important to remember this when people may ask why we've never talked about this before, or why it's not talked about a lot.

Most people don't talk about their hyperacusis because if they do, people respond like this. So most of the time, honestly it's easier to say nothing

Yes I am petty enough to add screenshots of this toxicity to this thread:



Asking for accessibility is "pathetic." /s :)



This isn't in the same tier as the others but I've gotten this multiple times & it's NOT true that there's a common feature in headsets that provides a max volume limiter. If they do exist, they're not common and they are very expensive ($150 or more). I have a "good headset."

> Buy a better headset. You can find those options that you want on many headsets.

1. Hyperacusis is -sorely- underdiagnosed for sure, especially among autistic people.

2. Having this feature helps many more people - people with PTSD, misophonia, HoH, etc.

3. Abled people would use this to reduce awful sounds.

3. People with "rare" disabilities still matter.

> Your condition affects 1 in every 50,000 people. With a hit game of 1 million players, the lack of volume sliders will affect 20 people. I can understand why the developers had not considered your condition when making the game, and the fix may never be priority sadly.

[alt-text: Your condition affects 1 in every 50,000 people. With a hit game of 1 million players, the lack of volume sliders will affect 20 people. I can understand why the developers had not considered your condition when making the game, and the fix may never be priority sadly]

Lol ■■ I think maybe I should start a counter of how many times I'm going to get this one? I've already gotten it at least twice.

> Or u could just lower the volume