

State Of Play - Game Accessibility In 2022

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ROGERS MAJESTIC
SILVER JUBILEE

Designed by world-famous artist & designer

ROGERS
MAJESTIC



BETTER THAN



HUMAN



BRAIN

WIN

'BETTER
THAN
HUMAN
BRAIN'

By Rogers Majestic

Choose Rogers Majestic for LASTING SATISFACTION



Choose Rogers Majestic
for LASTING SATISFACTION



This is a living document. Feel free to [get in touch](#) with any feedback, thoughts or questions.

close

Game accessibility guidelines

[BASIC](#) [INTERMEDIATE](#) [ADVANCED](#) [FULL LIST](#) [WHY AND HOW](#)

A straightforward reference for inclusive game design

Supporting the industry since 2012, through award winning guidance and examples of how to cater for gamers with disabilities and other impairments

“ I think this web page on making games more accessible is awesome.

Paul Barnett, Senior Creative Director, EA Bioware

“ This should be required reading. Because we exist, and we want to buy your games.

Silas Humphreys, gamer, disabled



INCLUDIFICATION
includification.com

**A PRACTICAL
GUIDE TO**

**GAME
ACCESSIBILITY**

RAVEN

BANE



R1

R1

R1

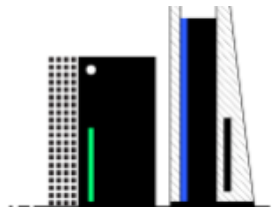
R1

↑

R1

←

x0



[BATTLEFIELD 3](#) [BURNOUT PARADISE](#) [FTL](#) [SIM CITY](#) [SUPER PUZZLE FIGHTER II](#)

Red vs. Green: Gaming with Colour Blindness

50 Shades of Gaming.

By [Kirk McKeand](#)



Posted: 14 Jul 2014 12:00 pm

I started bringing home landscape drawings from primary school, complete with purple skies. It wasn't long before I was diagnosed with red and green colour blindness.

At 16, I toyed with joining the army. I was worried the condition would affect my options, and recall the careers officer making a quip about not going into bomb disposal... cut the green wire, indeed.

If you buy something through this post, IGN may get a share of the sale. For more, [learn more](#).

PS4



XBOX ONE



Paused

Options

Photo Mode  +  ◀ Off ▶

Bonus

Treasures

Statistics

Save Game

Load Game

Restart Checkpoint

Restart Encounter

Quit to Main Menu

Accessibility

Camera Assist ◀ Off ▶

Vehicle Camera Assist ◀ Off ▶

• Aim Mode ◀ Toggle ▶

Lock-on Aim ◀ Off ▶

Sticks While Aiming ◀ Default ▶

Repeated Button Presses ◀ Tap ▶

Subtitles ◀ Off ▶

Reset Defaults

Immediately aligns the camera to the direction of movement while driving.



"I didn't have to read everything 3 times to understand every little bit of sentence. That is why i gave 6/5 to your game."

Pyrophex

#GAconf

igda international game developers association
game accessibility special interest group

Microsoft

THE PACIELLO GROUP

entertainment software foundation





THE LAST OF US PART II

**“MOST.
ACCESSIBLE.
GAME. EVER!”**



Gaming Accessibility Fundamentals Learning Path

10/01/2021 • 3 minutes to read

Overview

The Gaming Accessibility Fundamentals Learning Path is a free course offered on [MS Learn](#) (launching late October) to broaden the understanding of what “game accessibility” is. This resource is intended to establish foundational knowledge that will help bridge the disability divide and increase the number of people coming into the field by providing ways to ‘validate’ accessibility knowledge of the learner. At completion of the course, the learner receives a virtual “badge” to certify completion and sharable.



Do your systems account for cognitive load?

Cognitive load can contribute to barriers for all players with disabilities. Give careful thought to how much information is presented at once, how systems like inventory, economy, and progression are presented and communicated

DISCOVER

ACCESSIBILITY

Gaming that is accessible for all



Sort by: Default





Positive Play

EA's Patent Pledge for Increasing Accessibility





FORZA HORIZON 5



DEATHLOOP

Deathloop's Lack of Accessibility Options Is Disappointing Players

"I and many other disabled players won't be able to play this game."



By [Jared Moore](#)



Updated: 23 Sep 2021 1:04 am



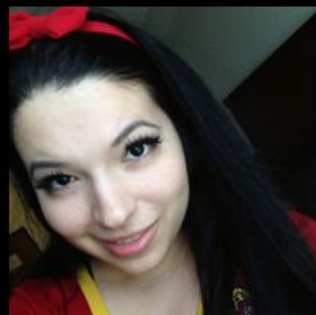
Posted: 21 Sep 2021 3:03 pm

Arkane Studios' [Deathloop](#) has received a lot of praise since its launch. However, its lack of accessibility options has become an important, and disappointing factor for a number of players.





**Sunblaze:
Zen mode!**



Thanks!

tinyurl.com/gameaccessibilityhistory

oneswitch.org.uk/art.php?id=289

<https://igda-gasig.org/how/for-developers-researchers/>

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