



interactive games & entertainment association

Game Development Accessibility Resources and Guides

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*A * indicates this resource was added in the last update.*

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Accessibility Lists & Manuals:

Name	Notes	Link
Game Accessibility Guidelines	A 3-tiered (Basic, intermediate, advanced) list of accessibility considerations for developers. A living document, and covers all disabilities mentioned below.	http://gameaccessibilityguidelines.com/
XBOX Accessibility Guidelines V2.0	Guidelines and best practices from Xbox. Covers from 101 to advanced practices.	https://docs.microsoft.com/en-us/gaming/accessibility/guidelines
IGDA Accessibility in Games: Motivations and Approaches	Survey results, definitions and principles, demographic data, suggestions and solutions and resources paper.	http://igda-gasig.org/get-involved/sig-initiatives/white-paper/
Able Gamers Includification	A practical guide to Game Accessibility	https://accessible.games/wp-content/uploads/2018/11/Able_Gamers_Includification.pdf
Pew! Pew! We Wanna Play Too! Making Video Games Accessible.	White paper about people with disabilities who play games, and steps to make your game great for people with disabilities.	https://www.levelaccess.com/pew-pew-pew-wanna-play-making-video-games-accessible/
Designing Universally Accessible Games	The introduction of 'UA -Games' (Universally accessible games).	https://www.researchgate.net/publication/319328697_Designing_Universally_Accessible_Games
For Developers & Researchers Collection of articles, resources, papers and guidelines	IGDA Up-to-date list of resources	https://igda-gasig.org/how/for-developers-researchers/
Gaming Accessibility	A short animated series on Gaming Accessibility from Microsoft	https://www.youtube.com/playlist?list=PLtSVUgxIo6Kr2QDVX7V4idyelKLRooof-
Accessibility of Virtual Reality Environments	An overview of the pros and cons of VR for people with mobility, hearing, visual, cognition and visual disabilities	https://www.unimelb.edu.au/accessibility/guides/vr-old
New Report from ILMxLab & Disability Visibility Project Shares Insights on VR Accessibility Design	VR Accessibility Survey linked, with issues and problems to consider expanded upon in the article	https://www.roadtovr.com/disability-visibility-project-and-ilmxlab-share-lessons-learned-about-vr-accessibility-design/

Accessible Player Experiences (APX)	Access pattern design to help make your game more accessible (Also available in a card format)	https://accessible.games/accessible-player-experiences/
*EA's Patent Pledge for Increasing Accessibility	A list of free accessibility centred technology patents from Electronic Arts. These cover some of EA's most innovative technologies designed to assist game accessibility	https://www.ea.com/commitments/positive-play/accessibility-patent-pledge
* A history of game accessibility guidelines	Comprehensive list of previous accessibility guidelines in the games space	https://www.gamedeveloper.com/disciplines/a-history-of-game-accessibility-guidelines
*Accessibility Best Practices: In-Game Communication	Accessibility considerations for the in-game communication between players	https://www.youtube.com/watch?v=buofGNw88rc
*Accessible Player Experiences: A New Approach to Data Informed Design for Accessible Games	Discussing data informed design for accessible games	https://www.youtube.com/watch?v=pa6fsPMqAmU
* How Producers can make games more accessible	A producer focussed resource from Accessibility Unlocked, and considerations on including accessibility features in your workflow.	https://workinglunch.substack.com/p/how-producers-can-make-games-more?s=r
* Accessible Game Design: It's 2 point 1 fun!	Conversation with Dr Cyndi Wiley, from Iowa State University - College of Design where they work as a Digital Accessibility Lead and Assistant teaching professor.	https://www.youtube.com/watch?v=AaIPcBsIGCs
* Inclusive Design 24(#id24)	A 24-hour online event celebrating inclusive design and shared knowledge	https://www.youtube.com/playlist?list=PLn7dsvRdQEfFoUIFxtSsp8PJHm-glki1Z



Visual Disabilities:

Name	Notes	Link
Blind and Low-Vision Accessibility Guide	Accessibility guide specifically for blind and low-vision gamers	https://caniplaythat.com/basic-accessibility-options-for-blind-and-low-vision-players/
Color-Blindness Accessibility Guide	Accessibility guide specifically for colour blind gamers	https://caniplaythat.com/color-blindness-accessibility-guide/
Learning to Design Games for Blind Players – Ubisoft	Ubisofts interview and design process for designing for blind players	https://news.ubisoft.com/en-us/article/4hE1D1MBWWssYuY7LaMmaS/learning-to-design-games-for-blind-players
How to Make a Video Game for the Blind	An article on Audio-based Games	https://www.popularmechanics.com/culture/gaming/a13065/how-to-mak-a-video-game-for-the-blind-15277536/
On Visual Disabilities	IGDA-Gasigs advice for designing games for blind/low-vision/colour blind gamers	http://igda-gasig.org/get-involved/sig-initiatives/resources-for-game-developers/sig-guidelines/on-visual-disabilities/
Making Games Better for Gamers with Colourblindness & Low Vision Designing for Disability	Part of a video series about designing for disabled gamers	https://youtu.be/xrqdU4cZaLw
BlindGamers.com	Providing a list of games accessible to blind players	https://blindgamers.com/
VR Accessibility	A video series on implementing Accessibility in VR for low vision gamers	https://www.youtube.com/playlist?list=PLSU1VYOSxLf2pY1dAn8gJU7RUQwgl0MNj
* Solving an Invisible Problem: Designing for Color-Blindness in Games	An in-depth analysis of what colour-blindness is, and how it relates to how we play and design games	https://www.youtube.com/watch?v=KbFs9ghIIEI
* How 'Grindstone,' a Game About Matching Colors, Solved Its Colorblind Issue	A feature piece on creative solutions around Colour matching game design.	https://www.vice.com/en/article/v7eay9/how-grindstone-a-game-about-matching-colors-solved-its-colorblind-issue

Cognitive Disabilities:

Name	Notes	Link
Cognitive Accessibility Guide	Accessibility guide specifically for gamers with executive dysfunction, information processing, memory loss, and dyslexia, as well as those with triggers for photosensitivity, sensory overload and motion sickness.	https://caniplaythat.com/basic-accessibility-options-for-cognitive-accessibility/
Compassionate Game Design: A Holistic Perspective for a Player-centric Game Design Paradigm for Games4health	A new paradigm of 'compassionate game design' for gamers with mental or physical health conditions or with diverse physical and cognitive abilities.	https://www.researchgate.net/publication/345972522_Compassionate_Game_Design_A_Holistic_Perspective_for_a_Player-centric_Game_Design_Paradigm_for_Games4health
A Player-centric Game Design Paradigm with Compassion Game design challenges for players with Parkinson Disease	'Compassionate game design' for gamers with Parkinson Disease	https://www.researchgate.net/publication/335689818_A_Player-centric_Game_Design_Paradigm_with_Compassion_Game_design_challenges_for_players_with_Parkinson_Disease
On Cognitive Disabilities	IGDA-Gasigs advice for designing games for gamers with cognitive disabilities	http://igda-gasig.org/get-involved/sig-initiatives/resources-for-game-developers/sig-guidelines/on-cognitive-disabilities/
Making Games Better for Players with Cognitive Disabilities Designing for Disability	Part of a video series about designing for disabled gamers	https://youtu.be/ObhvacfOg0
User Interface Guidelines for Dyslexic Game-Based Learning on Selected Usability Test Method	Proposed guidelines for designing games for people with Dyslexia	https://www.semanticscholar.org/paper/User-Interface-Guidelines-for-Dyslexic-Game-Based-Sulaiman/dc23105f8c1b23d94d88c39587a3c55541a375ff
Designing Serious Computer Games for People With	Designing a serious game for people with dementia and	https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5556257/

Moderate and Advanced Dementia: Interdisciplinary Theory-Driven Pilot Study	problems and solutions encountered within that.	
* What's The Best Font For People With Dyslexia?	Font options for people with Dyslexia and learning disabilities	https://www.extensis.com/blog/whats-the-best-font-for-people-with-dyslexia
* Iterations on game dev meetings to nurture neurodiversity	A list of considerations for more neurodiverse inclusive meeting practices	https://workinglunch.substack.com/p/iterations-on-game-dev-meetings-to?s=r



Mobility Disabilities:

Name	Notes	Link
Motor/Physical Accessibility Guide	Accessibility guide specifically for gamers with reduced mobility or dexterity	https://caniplaythat.com/basic-accessibility-options-for-mobility/
On Mobility Disabilities	IGDA-Gasigs advice for designing games for gamers with mobility disabilities	http://igda-gasig.org/get-involved/sig-initiatives/resources-for-game-developers/sig-guidelines/on-mobility-disabilities/
Making Games Better for Players with Motor Disabilities Designing for Disability	Part of a video series about designing for disabled gamers	https://youtu.be/Ufe0i26DGiA
Gaming that is accessible for all	Microsoft + Xbox's accessibility features including accessible control pads, co-pilot control pads, customised mapping, etc	https://www.xbox.com/en-ZA/community/for-everyone/accessibility
The user is disabled: solving for physical limitations in VR	Designing motion tracking + Head tracking in VR for users with motor disabilities	https://www.vrinflux.com/the-user-is-disabled-solving-for-physical-limitations-in-vr/
Head Height Tracking	Designing VR for wheelchair users + the importance of head height tracking	https://www.vrinflux.com/vr-accessibility-why-changing-head-height-matters/
Designing Wheelchair-Based Movement Games	Designing games specifically for wheelchair users	https://www.researchgate.net/publication/273897409_Designing_Wheelchair-Based_Movement_Games



Auditory Disabilities:

Name	Notes	Link
Design Guidelines for Audio Games	Design guidelines for games that use sounds instead of graphics to convey info (Conference paper download)	https://link.springer.com/chapter/10.1007%2F978-3-642-39262-7_26
AudioGames.net	A community forum for all things AudioGames	https://audiogames.net/
Games Accessibility for Deaf People: Evaluating Integrated Guidelines	An evaluation of integrated guidelines and refining the set further.	https://link.springer.com/chapter/10.1007%2F978-3-319-20684-4_48
An Approach to Mobile Serious Games Accessibility Assessment for People with Hearing Impairments	Guidelines for including hearing impaired people in the mobile games market as well as the serious games market.	https://www.researchgate.net/publication/322249277_An_Approach_to_Mobile_Serious_Games_Accessibility_Assessment_for_People_with_Hearing_Impairments
Deaf and Hard of Hearing Accessibility Guide	Accessibility guide specifically for deaf and hard of hearing gamers	https://caniplaythat.com/basic-accessibility-options-for-deaf-hoh-players/
Deaf Accessibility in Video Games	Accessibility considerations for games with competitive online games	https://ineeddiversegames.org/2020/10/16/deaf-accessibility-in-video-games/
* Deaf Accessibility in Video Games 2	Subtitles vs closed captions, what's important and where to start integrating deaf accessibility tools	https://www.gamedeveloper.com/audio/deaf-accessibility-in-video-games
How to do subtitles well – basics and good practices	Ian Hamiltons guide to subtitles	https://www.gamasutra.com/blogs/IanHamilton/20150715/248571/How_to_do_subtitles_well_basics_and_good_practices.php
Making Games Better for the Deaf and Hard of Hearing Designing for Disability	Part of a video series about designing for disabled gamers	https://youtu.be/4NGe4dzluc
* I Can't Hear You: Considering Deaf Gamers	A practical presentation to show best practices in creating games that the deaf and hard-of-hearing can still play	https://www.youtube.com/watch?v=ijLalZ2acSo

Further Reading:

Name	Notes	Link
Accessible Writing Guide	Language considerations for disability terminology. (Not games specific)	http://www.sigaccess.org/welcome-to-sigaccess/resources/accessible-writing-guide/
Writing about accessibility	Language considerations for disability + Elderly terminology. (Not games specific)	http://interactions.acm.org/archive/view/november-december-2015/writing-about-accessibility
Game PR and Marketing Accessibility Guide	Making your social media posts and marketing accessible	https://caniplaythat.com/game-pr-and-marketing-accessibility-guide-cipt/
GAConf	An accessibility for gamers conference	https://www.gaconf.com/
Accessibility Unlocked	An Australian and New Zealand organisation dedicated to connect disabled developers with resources, opportunities and community	https://www.accessunlocked.games/#home
Conducting Usability Testing	Setting up a space for people with disabilities (Not games specific)	http://www.uiaccess.com/accessucd/ut_conduct.html
Interacting with People with Disabilities	Considerations for interacting with people with disabilities (Not games specific)	http://www.uiaccess.com/accessucd/interact.html
"Game Over!"	A universally inaccessible game to highlight different accessibility considerations in games	https://projects.ics.forth.gr/hci/ua-games/game-over/
Demystifying CVAA	A look into the CVAA (accessibility legislation affecting games sold in the USA)	https://www.gamasutra.com/blogs/IanHamilton/20190123/334910/Demystifying_CVAA.php
Game Access	Disabled gamers reviewing accessibility	https://gameaccess.info/
SpecialEffect	A charity to help disabled people play games	https://www.specialeffect.org.uk/
Able Gamers	A charity to help disabled people play games	https://ablegamers.org/



Game Accessibility	Documentation for game developers	https://www.game-accessibility.com/documentation/
Game Accessibility Nexus	Reviews of games from a variety of disabled people's perspectives	https://www.gameaccessibilitynexus.com/
VR & Accessibility	Identifying the problems with accessibility with VR	https://www.gamasutra.com/blogs/IanHamilton/20161031/284491/VR_accessibility.php
You Can Take an Arrow to the Knee and Still Be an Adventurer	Importance of respectful disabled representation in games	https://www.youtube.com/watch?v=Vb39BFs1UK0&feature=emb_title
Guidelines for the Development of Accessible Computer Games	An academic paper examining first attempts at games accessibility guidelines	https://www.researchgate.net/publication/221010368_Guidelines_for_the_Development_of_Accessible_Computer_Games
The Last of Us Part II isn't just Naughty Dog's Most Ambitious Game – It's the Most Accessible too	Naughty Dogs approach to accessibility in The Last Of Us 2	https://www.theverge.com/21274923/the-last-of-us-part-2-accessibility-features-naughty-dog-interview-ps4
ControlAble: CUSTOMISED GAMING CONTROLLERS	A Queensland organisation making custom controllers through NDIS services for people with motor disabilities	http://tadq.org.au/what-we-do/controlable/
Family Video Game Database	Includes lists of games that are accessible (easier play, designed for reduced motor function, easier to see, one button games) as well as mental health games, games that discuss age, relationships, gender, etc	https://www.taminggaming.com/lists
* 9 Ways to Measure Accessibility for Tabletop Games	Different measurable goals to make your tabletop game more accessible to a variety of gamers	https://www.youtube.com/watch?v=X3U43kKw28Y
*Snapshot: Supporting workers with disability – Lessons for the post-COVID workplace	Working considerations for supporting workers with disability post COVID world, especially considering WFH. (Not Games specific)	https://www.humanrights.vic.gov.au/resources/snapshot-supporting-workers-with-disability-lessons-for-the-post-covid-workplace/
* Accessible Games Database	A searchable database of games and their accessibility level,	https://accessiblegamesdatabase.com/

	complete with filters for different needs	
* Logitech Adaptive Esports	Details on an adaptive Esports tournament for disabled gamers	https://challonge.com/logitechadaptiveesports
* Making Souls games accessible isn't the same as making them easy	A feature piece from Geoffrey Bunting about the need to go beyond 'easy' settings for accessibility	https://www.rockpapershotgun.com/making-souls-games-accessible-isnt-the-same-as-making-them-easy
* Web Aim: Alternative Text	How to do effective alt text on images (Not Games Specific)	https://webaim.org/techniques/alttext/
*Harding Test	Test which can be used for preventing photosensitive epileptic seizures (PSE seizures) (paid, Not Games Specific)	https://hardingtest.com
* Can I Play That?	Reviews, news stories, workshops and feature articles on all things accessibility, by and for disabled gamers	https://caniplaythat.com/
* How AI is being used to improve disability employment	Overview of steps Microsoft has identified and fixed in disability support and employment	https://blogs.microsoft.com/accessibility/how-ai-is-being-used-to-improve-disability-employment/
* Forza Horizon 5 Accessibility Features	A video overview of all the accessibility systems used in Forza Horizon 5, including different modes, difficulty settings and American Sign Language (ASL) and British Sign Language (BSL) support for cinematics	https://www.youtube.com/watch?v=o450zdpHZ7U

