

## **Reference list:**

- Brennecke, A. (2020) *Grounded* [Video game]. Xbox Game Studios.
- Costello, R., Lambert, M. and Kern, F. (2019). How Can Accessibility for Deaf and Hearing-Impaired Players Be Improved in Video Games? *International Journal of R&D Innovation Strategy*, 1(1), pp.16–32. doi:<https://doi.org/10.4018/ijrdis.2019010102>.
- David, H. (2019) 'Fortnite: How to better detect enemies with the visualize sound effects option', *HobbyConsolas*. Available at: <https://www.hobbyconsolas.com> (Accessed: 1 December 2025).
- Druckmann, N., Newman, A. and Margenau, K. (2020) *The Last of Us Part II* [Video game]. Sony Interactive Entertainment.
- Hamilton, I. (2013) *Game accessibility specialist*. Available at: <http://ian-hamilton.com> (Accessed: 1 December 2025).
- Hamilton, I. (2015) 'Subtitle best practices', in *Game Accessibility Guidelines*. Available at: <https://gameaccessibilityguidelines.com> (Accessed: 1 December 2025).
- Hocking, C. and Hudson, K. (2020) *Watch Dogs: Legion* [Video game]. Ubisoft.
- Ismail, A. and Baptizat, E. (2020) *Assassin's Creed Valhalla* [Video game]. Ubisoft.
- McGregor, C. (2019) *HyperDot* [Video game]. GLITCH.
- Netflix (2021) *Timed text style guide: General requirements*. Available at: <https://partnerhelp.netflixstudios.com> (Accessed: 1 December 2025).
- Williams, G. (2009) 'Guidelines for subtitling in video games', *Journal of Audiovisual Translation*, 2(1), pp. 45-58.