Accessibility

<https://ieeexplore.ieee.org/document/10336281> **Engineering Accessible Software**

[**https://learning.oreilly.com/library/view/engineering-software-for/9780735642102/?ar%2F%3Femail=%5Eu**](https://learning.oreilly.com/library/view/engineering-software-for/9780735642102/?ar%2F%3Femail=%5Eu) **Engineering Software for Accessibility – Book**

[**https://ieeexplore.ieee.org/document/1508387**](https://ieeexplore.ieee.org/document/1508387) **Designing accessible software for the electronic abacus**

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**Common Key Words/Phrases:**

**Universal Design**

**Accessibility, cognitive and physical**

**Procedural**

**Use of procedural in development**

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**Use of procedural in gameplay**

**Talking Points:**

**Accessibility, and the parts that make it up and what to consider about the user base**

**Universal Design and the standard**

**Overreliance and the draw backs of PCG**

**Use of PCG within ;**