Patel et al (2020) present an issue of a lack of expertise and “capacity to address accessibility” in software and such, a large quantity of software is published with no consideration or time given to software accessibility. This paper investigates the challenges technology professionals face in including accessibility and design in the development process. The findings from the study conclusively found that the majority of participants in the survey had not learned anything substantial and one of the few that did mentioned “Like if I were to think about how I applied what I learned from… [my institution] about accessibility I don’t personally feel I’d be confident in applying what I did learn in those courses like in the real world.” Showing that the already small size of people taught accessibility do not have the confidence to put it into practice. The assumption can then be made that most tools in the game development space suffer from the same lack of accessibility considerations and so action needs to be taken to consider them.

Weber et al (2019) study argues that the practice of model driven development which uses tools to “support and empower developers” are actively held back by the lack of usability as it acts as a obstacle for the adoption by novices and experts alike. Weber states a tool can only be successful “by being usable, supportive of their users’ goals, and by facilitating learning can they fulfil their purpose.” And follows up by addressing an issue within the usability research and open-source space where they fall short regarding usability. He says this lack potentially leads to a reduction in the productivity and/or comprehension of the tool and in its worst case “results in users simply not using the tool, which not only means a lot of development effort gone to waste, but also stops users from benefiting from the gains of MDE, even if they are aware of the theoretical benefits”. The study concluded the existence of “an abundance of usability issues” where they tackled all of them with the feedback of qualified test participants. They mentioned that their efforts were met with appreciation and engagement in the development and improvement of the accessibility.