From Keyboards to Dice

Accessibility in All Gaming Experiences

When everybody plays, we all win.

Myths

- It is expensive
- It takes away the challenge

Ways to make things accessible

Control Mapping	Subtitles & Captions	Tactile buttons / stickers	Sticky keys	Turning off flashing
Icons / Symbols	Audio cues	Alternative controllers	Alternate Game Modes	Slowing animations
High contrast mode	Color adjustments	Larger pieces	Difficulty modes	Misophonia mode
Arachnophobia mode	Brightness & Contrast Adjustment	Audio Descriptions	Quest indicators	Quest Log

Accessibility Benefits All

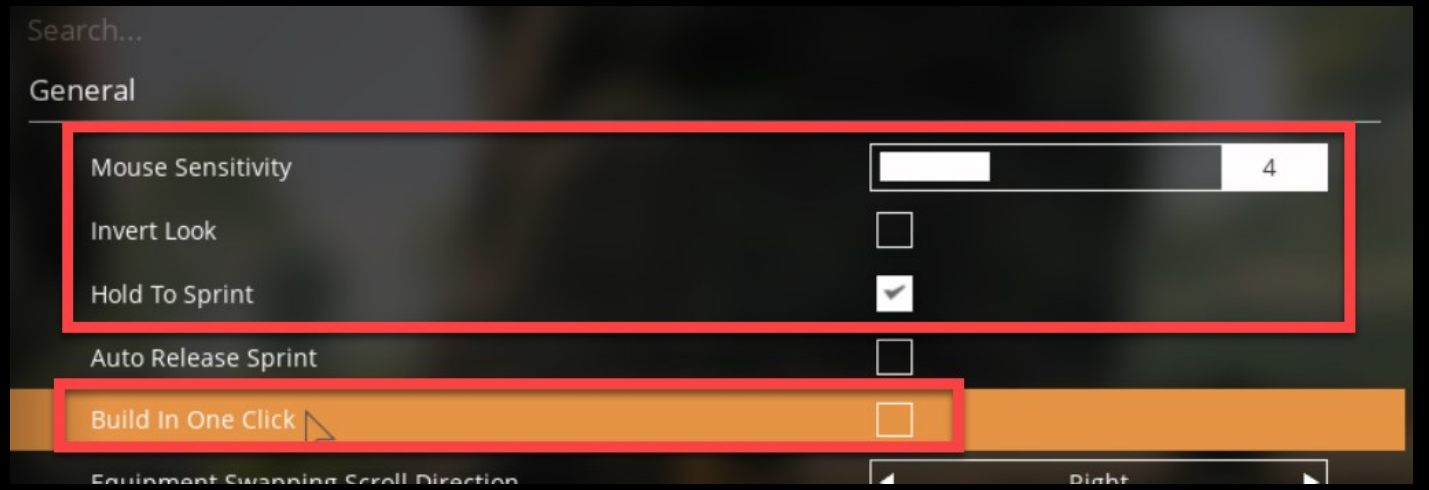
Wingspan Visually Friendly Cards

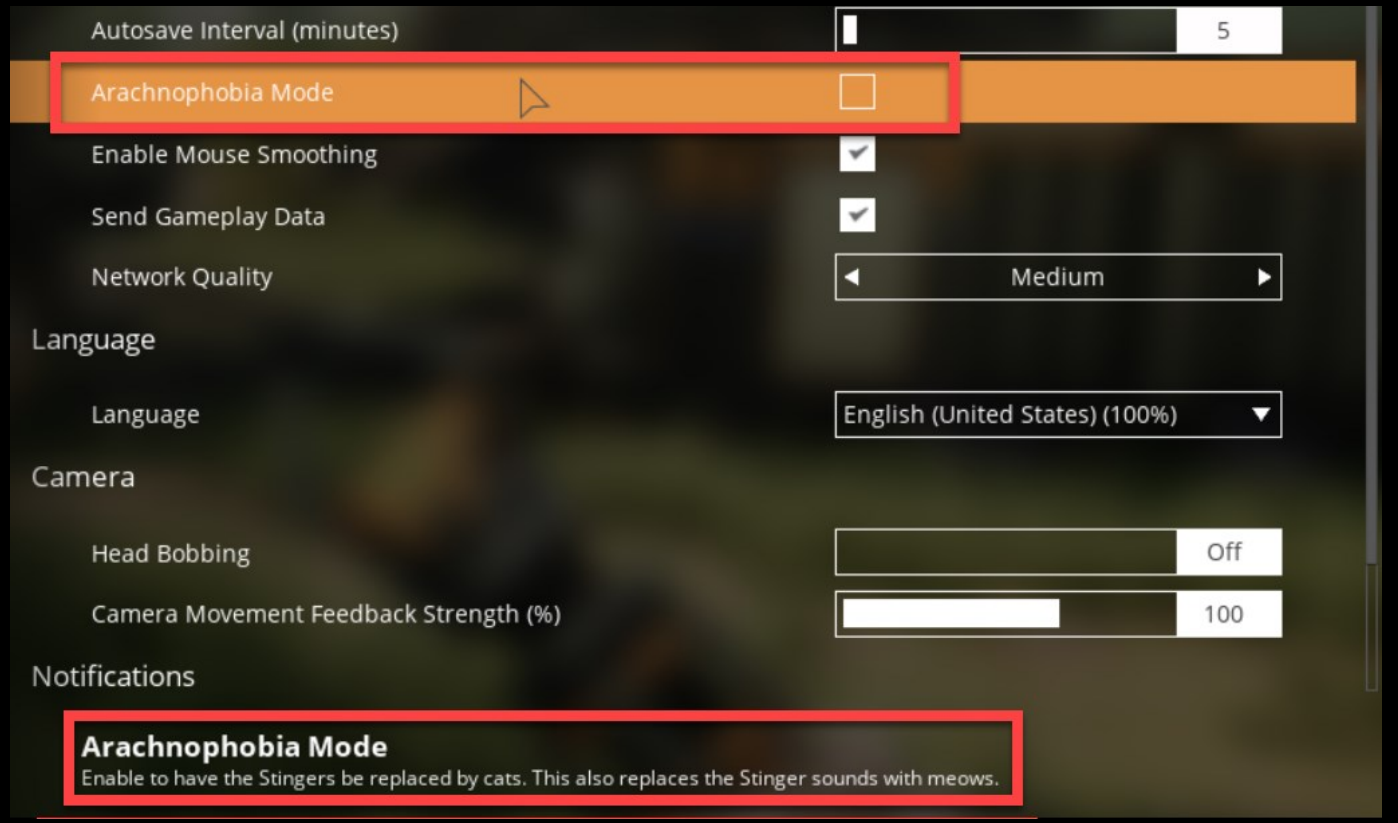
ORIGINAL VERSION

VISION-FRIENDLY VERSION

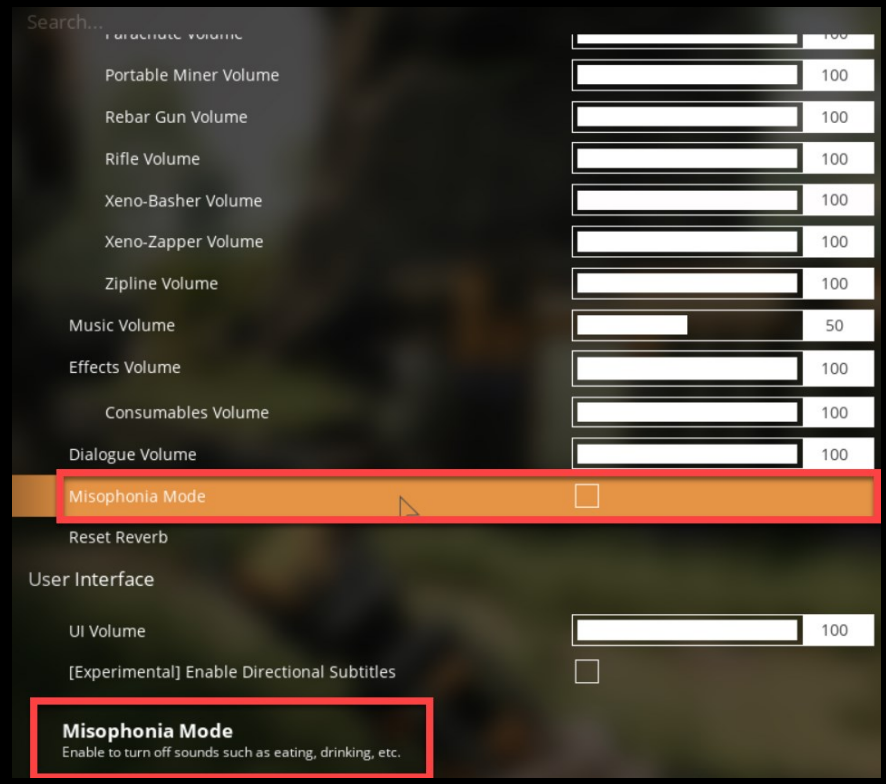
Last of Us Examples

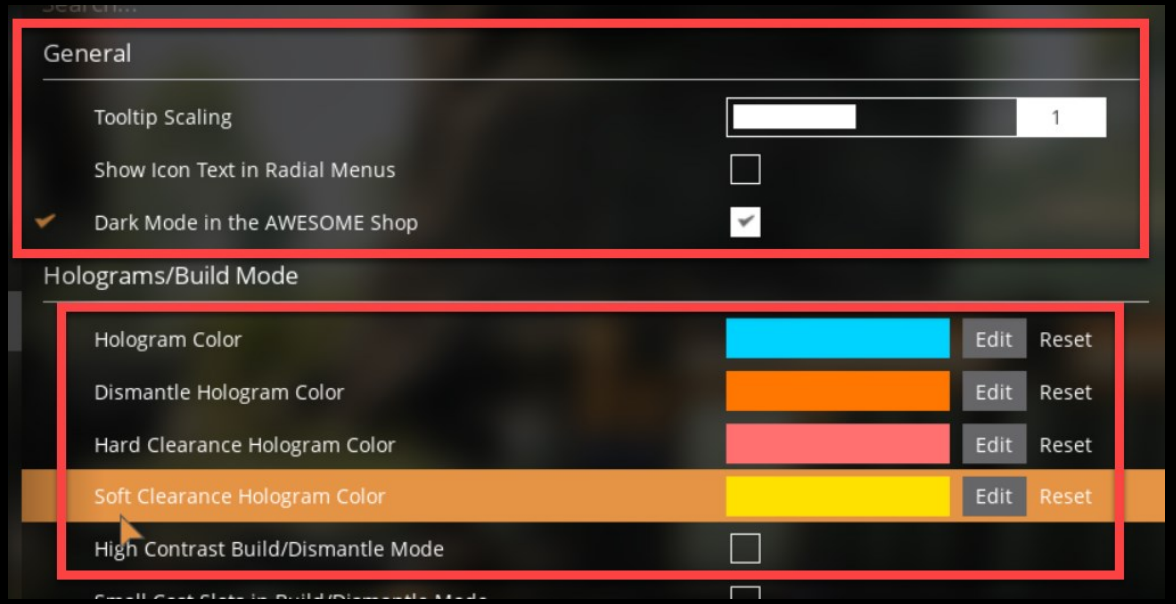
Satisfactory Examples





Satisfactory Examples #2





Representation & Inclusion

- Spider-Man: Miles Morales
- Hellblade Senua’s Sacrafice

Hellblade Senua's Sacrifice Example

Resources

- **Find Accessible Games**
  - Can I Play That? (Video Game Focused)
  - Meeple Like Us (Board & Card Game Focused)
- Accessibility - Erissa Duvall (corgidev.com)
- Introducing the Xbox Adaptive Controller – YouTube
- Video Game Accessibility Playlist | Game Maker's Toolkit | YouTube
- What I learned about Accessibility and Difficulty in Games | Frogwater | YouTube
- Totally Blind Gamer Plays The Last of Us Part 1 for the First time \ Accessibility Impressions – YouTube
- (219) Meet Spencer Allen – A Gaming for Everyone Story - YouTube

Thank You! / Q&A

https://linktr.ee/corgidev