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DevLUp FSU

GBM #4

Accessibility in Gaming

February 13th 2025

Meeting Schedule

Date	GBM #	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(oops, no involvement fair!)	
16 Jan	1	Introductions and Design Activity		All
23 Jan		(No Meeting)	SNOW!!!	
30 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion
6 Feb	3	Intro to Game Design	ASLC Showcase	Jake
13 Feb	4	Accessibility in Games		Ares
20 Feb	5	Art Fundamentals (for artists and non-artists)		Parker
27 Feb	6	Godot Tidbits		Dion
6 Mar	7	Intro to Unity		Jake
13 Mar		(No Meeting)	Spring Break	
20 Mar	8	Intro to Stencyl (Point & Click)		Whalen
27 Mar	9	1 Hour Game Jam (or Design Sprint)		Whalen
3 Apr	10	Game Jam Fundamentals	Game Jam?	Dion
10 Apr	11			
17 Apr	12		Innovators Showcase	
24 Apr	13			
1 May		(No Meeting)	Finals	

Officer Interest Form for Next Year

President -

Vice President -

Treasurer -

Secretary -

Marketing Chair -

Social Chair -

Creative Chair -



# showoff

Accessibility

Lesson plan:

- What counts as accessibility?
- Determining your need
 - How do you know who's accessing your game?
 - How do you know what's inaccessible?
- Why is any of this worth it? Why should you care?

Examples of Accessibility Features

- Subtitles
- Contrast / saturation settings
- Brightness settings
- “Back” buttons in dialogue
- Difficulty modes
- Left-handed mode
- Colorblind filters
- Button remapping
- Controller / keyboard interchangeability
- HUD adjustment (color, size, etc.)
- Directional audio
- Invincibility / “God mode”

Award-winners in Accessibility

2024 Game Awards: Innovations in Accessibility

- Prince of Persia: The Lost Crown
- <https://access-ability.uk/2024/01/17/prince-of-persia-the-lost-crown-accessibility-review/>

2024 Indie Game Awards: Notable Achievement in Accessibility

- Another Crab's Treasure
- <https://access-ability.uk/2024/04/24/another-crabs-treasure-accessibility-review/>

Another Crab's Treasure Accessibility



The Last Of Us Part II Accessibility

The screenshot shows a dark-themed menu with three tabs at the top: 'ADJUSTMENTS' (selected), 'PRESETS' (disabled), and 'CONTROLS' (disabled). Below the tabs are three accessibility preset options:

Setting	Status
Apply Vision Accessibility Preset	OFF <input checked="" type="checkbox"/>
Apply Hearing Accessibility Preset	OFF <input type="checkbox"/>
Apply Motor Accessibility Preset	OFF <input type="checkbox"/>

A note below the first setting states: "A full list of accessibility adjustments is available under **Options • Accessibility**". To the right of the 'Apply Vision Accessibility Preset' setting is its detailed description and a list of enabled features.

Apply Vision Accessibility Preset

Configures all the recommended settings designed for players who are blind or have low vision.

This will enable settings across multiple menus, such as:

- Text-to-Speech
- High Contrast Display
- HUD Scale • Large
- Lock-On Aim • Auto-Target
- Traversal and Combat Audio Cues
- Navigation and Traversal Assistance
- Ledge Guard
- Enhanced Listen Mode
- Invisible While Prone • Unlimited
- Skip Puzzle Option
- Various adjustments in the **Combat Accessibility** menu

At the bottom of the screen are three control buttons: a square for 'CHANGE', a circle for 'RESET TO DEFAULTS', and a triangle for 'BACK'.

<https://caniplaythat.com/2020/06/18/the-last-of-us-2-review-blind-accessibility/>

Why should you care?

Accessibility:

- Increases your game's potential audience
- Improves user experience
- Makes your game more meaningful and impactful
- Makes your game more entertaining and less frustrating to play!

Accessibility Resources for Gamers

Access Ability: <https://access-ability.uk/>

Can I Play That?: <https://caniplaythat.com/>

Able To Play: <https://abletoplay.com/>

Key Accessibility Resource for Developers

Game Accessibility Guidelines

<https://gameaccessibilityguidelines.com/>

Activity!!!

We are going to make games accessible to new audiences!

FPS	Blind players
Rhythm Games	Deaf players
Metroidvania	Players with memory disabilities
Roguelike	Players with limb differences

Exit Survey:



Fig. 1: Homer dislikes exit surveys.

