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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

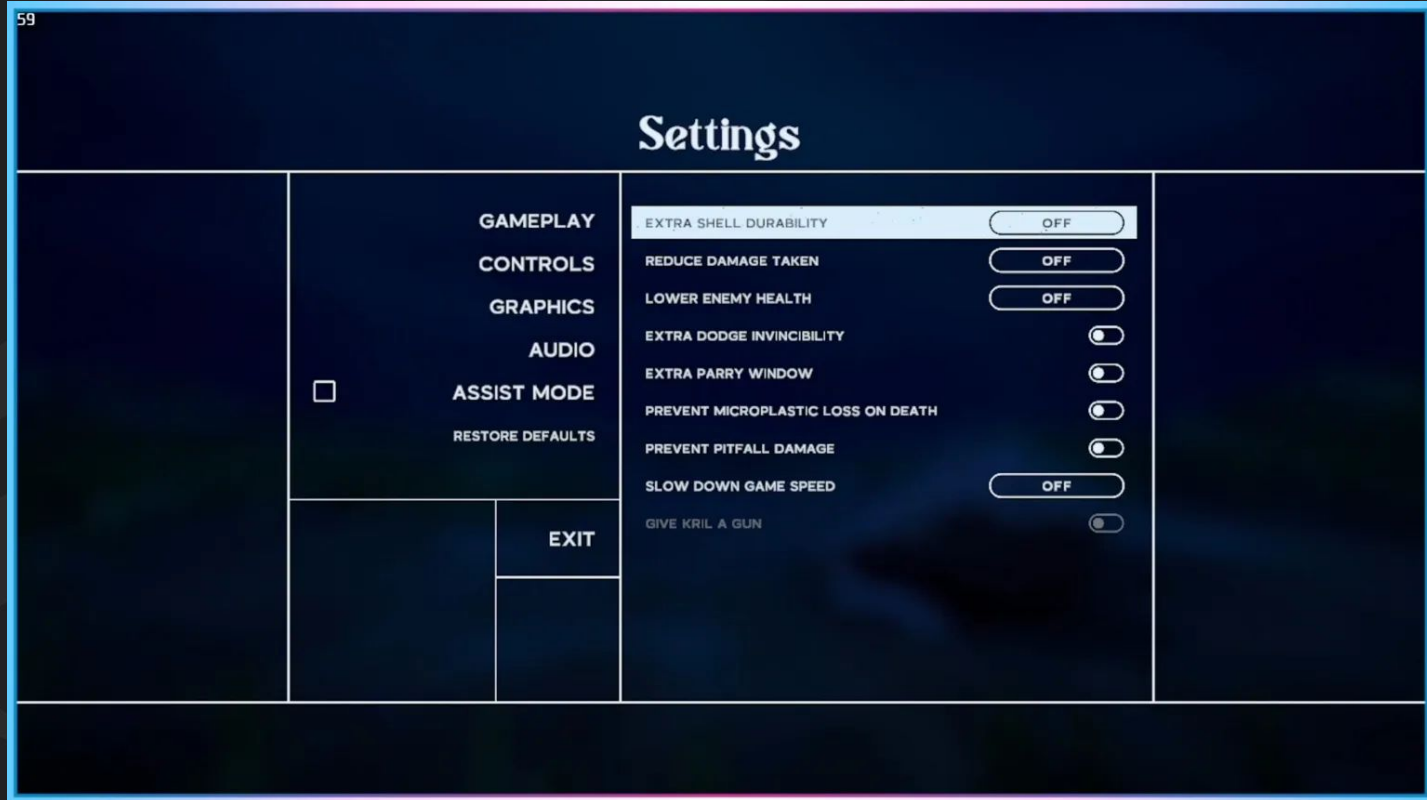
## 2024 Game Awards: Innovations in Accessibility

- 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

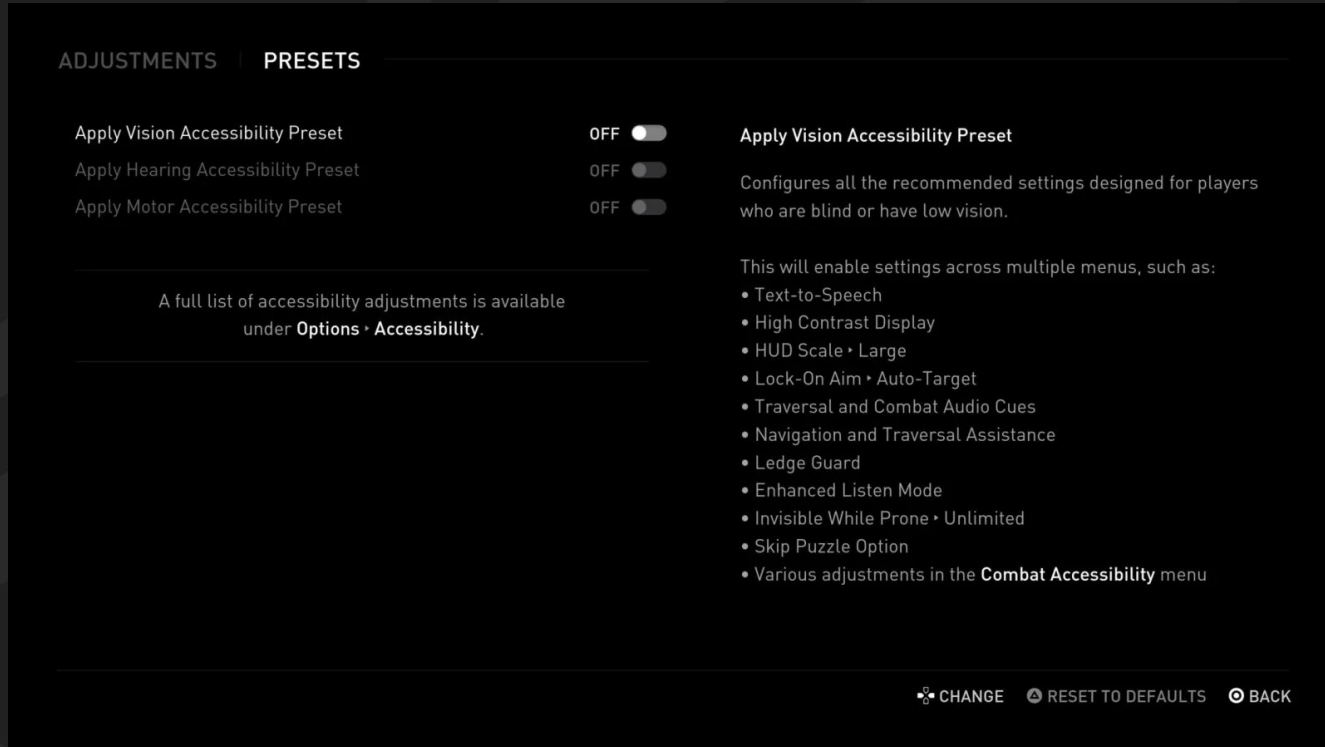
- Another Crab's Treasure
- <https://access-ability.uk/2024/04/24/another-crabs-treasure-accessibility-review/>

# Another Crab's Treasure Accessibility





# The Last Of Us Part II Accessibility



<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.*

