

The background of the entire image is a complex, abstract pattern of blue and dark blue wavy lines, creating a sense of depth and movement. A dark gray rectangular box is centered on the right side of the image, containing the title and subtitle text.

ACCESSIBILITY, GAMING, AND ME

A story about Mary and her first adventure
into the gaming industry

Agenda

Intro + a lil treat (5 min)

Me, Myself, and I (20 min)

- What the heck do I do?
- How the heck did I get here?
- Pro Tips
- Mini Q&A

Accessibility (15 min)

Profit (10 min)

- Probably a lil more Q&A and I can talk about my work in sustainability some too



Intro

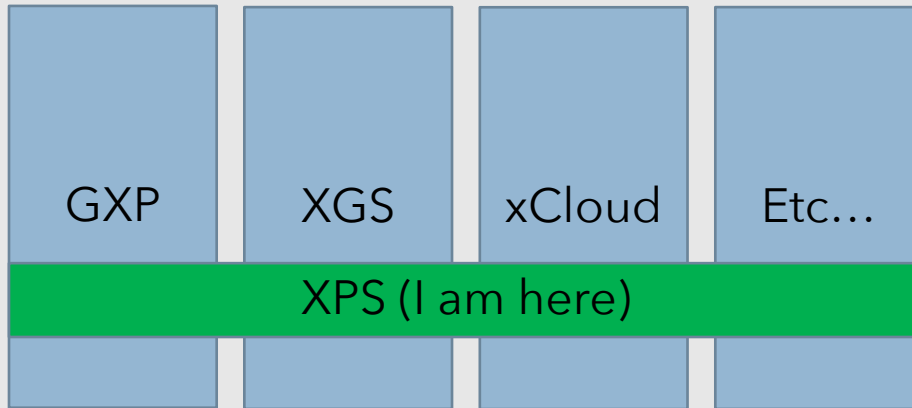
- Name- Mary Gibeau (jib - bow)
- Pronouns - she/her/hers
- Visual description
- Graduated May 2020
 - (shout out to the OG Covid Class)
- Got a BA in Computer Science and Communications with a concentration in new media
- Interned at Microsoft Summer in 2018 & 19
 - 1st summer in the former COSINE division under Azure (idk what they're called now) as an Explorer (dev + PM)
 - 2nd summer in Customer Empowerment and Protection (CEP) under Gaming as a dev
- Currently a PM in Xbox Gaming Operations (xGO)
- Fun fact: I have pet a kangaroo



a lil treat

Let's take a minute to breathe

Me me me: What do I do now




- A horizontal PM in the xGO organization under XPS
- Product PM vs whatever I am
- Day to day stuff for accessibility
 - Consultations
 - Compliance stuff
 - Documentation
 - Work with accessibility testing services
 - Discover new ways to drive accessibility across the industry
 - [Aka.ms/xags](https://aka.ms/xags)
- Day to day for sustainability
 - Follow the sun model
 - Collab with people across Microsoft on sustainability

How did I get here? + My recs

- CS classes I would recommend and why
 - Serious Game - cool to work with clients, got me a part-time gig last summer
 - ISP - brutally difficult but you learn how the internet works and you become conversationally fluent in networking
 - Android dev - easiest class of my life, love Nirjon with my whole heart
 - Special topics classes - usually taught by someone who actually gives a shit and it usually graded pretty easily as a pilot class
- Communications classes and why
 - 130 & 140 - very easy, learn a lot of cool stuff about how films are shot and made and how media affects us
 - 120 - very easy, learn about how communication affects us
 - Comm 656 (audio) - literally changed how I perceive audio in media and gets you to create some pretty cool projects
- Other classes and why
 - Anth 142 - learn about globalism's impact locally and changes how I view the world also easy A
 - Anth 458 - a class all about the history of why the gender binary is fake and is so cool
- Classes I wish I had taken
 - Lots of awesome comm and AAAD classes about the intersections of race and media
 - More Anth classes in general because I was 2/2 for cool Anth classes

Pro Tips

- DON'T TREAT HUMANITIES CLASSES AS A BURDEN!!!! They are dope <3
- Once campus is open again, try and get involved in the Maker Space, such an awesome **free** resource
- **Make self care #1** - you're not going to remember that one assignment you forgot to turn in during spring of sophomore year
- Take at least 1 fun class a semester - bonus: make it one of your electives






Q&A









Accessibility






SOCIAL MODEL OF DISABILITY

	Permanent	Temporary	Situational
Touch			
	One arm	Arm injury	New parent

See			
	Blind	Cataract	Distracted driver

	Permanent	Temporary	Situational
Hear			
	Deaf	Ear infection	Bartender

Speak			
	Non-verbal	Laryngitis	Heavy accent

TYPES OF DISABILITIES

How do we
create
accessible
products?

Recognize

Recognize exclusion

Designing for inclusivity not only opens up our products and services to more people, it also reflects how people really are. All humans grow and adapt to the world around them and we want our designs to reflect that.

Solve

Solve for one, extend to many

Everyone has abilities, and limits to those abilities. Designing for people with permanent disabilities actually results in designs that benefit people universally. Constraints are a beautiful thing.

Learn

Learn from diversity

Human beings are the real experts in adapting to diversity. Inclusive design puts people in the center from the very start of the process, and those fresh, diverse perspectives are the key to true insight.



CLARIFYING POINT: COMPLIANT \neq ACCESSIBLE

Resources

Recognize

- Research intersectionality
- Research implicit bias and reflect on your own implicit bias
- When making decisions, ask who are the people making the decisions and who isn't present

Solve

- Run accessibility checker on presentations, emails, papers, and spreadsheets
 - Check for alt text, reading order, etc
- Make sure your projects or products are accessible
 - Use tools like [Accessibility Insights for Web](#) to run tests on your websites
- Make sure to use appropriate color contrast in projects, presentations, emails, etc
 - Use tools like [Colour Contrast Analyser](#) to check color contrast
- Never indicate something through color alone

Learn

- Microsoft Inclusive Design Toolkit
- aka.ms/xags <- I helped make this 😊



Q&A pt. 2

The Finale