**Applied Computer Science Projects - Juan Carlos Torrado**

Accessibility and gaming in the interaction design process

The website "Can I play that?" gives yearly Accessibility Awards since 2019 to games that include the best accessibility options for different kinds of disabilities or difficulties. However, there is not a standard for accessibility in videogames, as we have with WCAG in web pages. This project will consist of an analysis of the design features that make most of these games appreciated in the accessibility field, putting them into categories (p.g.: interface design, interaction types, output alternatives etc.) and outlining a game design plan that includes such features in specific phases of the design process.