

# How Do I Implement It?

# Towards Software Patterns for Accessible Player Experience

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### **Motivation**

Accessible games matter because they enable everyone to play the same games. The inclusion of accessibility features should be a matter of design intent rather than technical feasibility.

## **Research Question**

How can we make accessibility in digital games more achievable and practical for game developers?

- What technological approaches can facilitate the integration of accessibility into game development?
- What forms of support (e.g., education, documentation, tools) are most effective for developers?
- How can accessibility guidelines and design patterns be translated into actionable tools for developers?

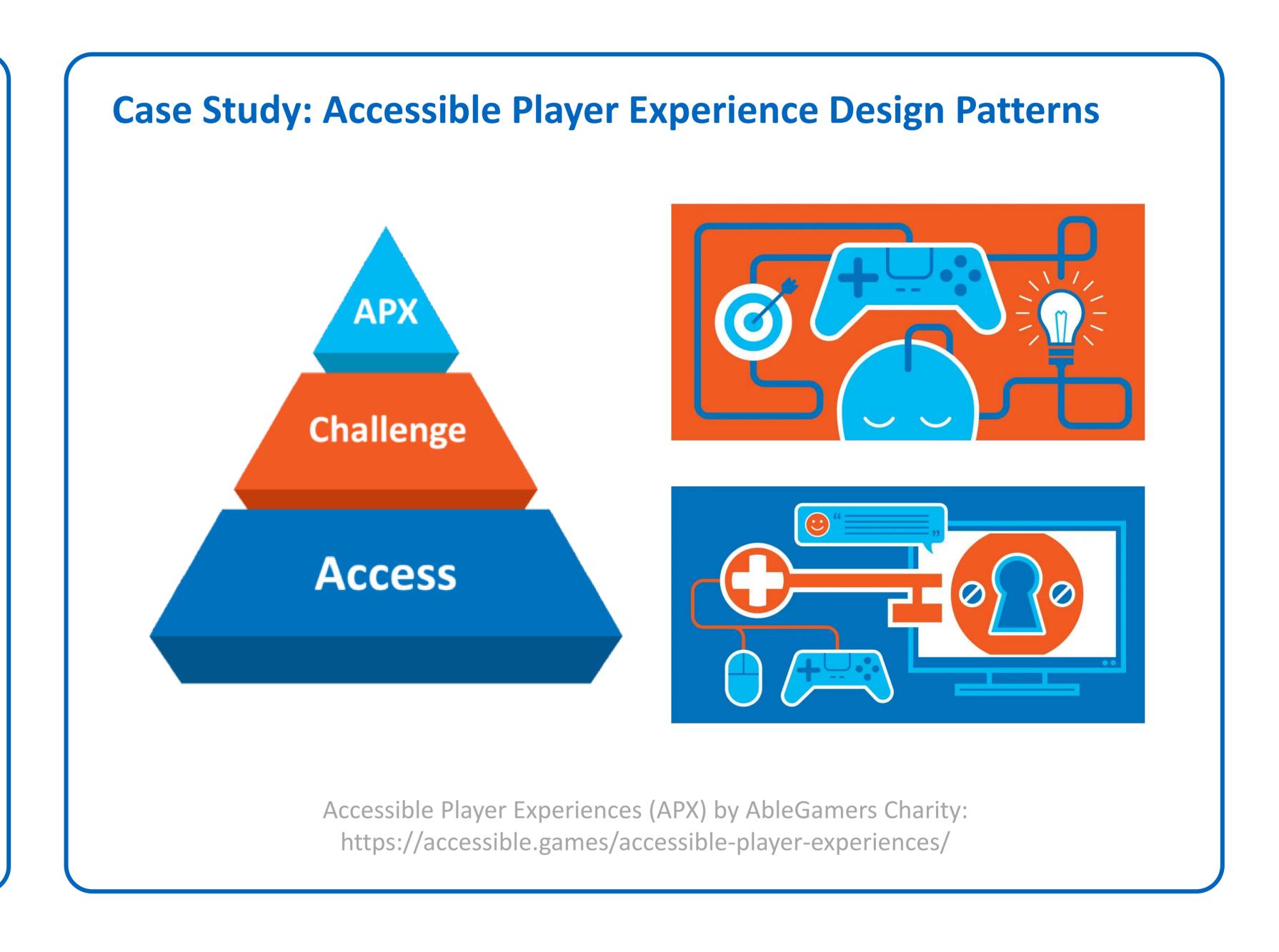


# Game accessibility guidelines BASIC INTERMEDIATE ADVANCED FULL LIST WHY AND HOW Game Accessibility Guidelines A straightforward reference for inclusive game design Supporting the industry arrice 2012, through award winning guidance and examples of how to caster for garners with citabilities and other impairments I finish this web page on morbing garners one caccessible is awarded winning guidance and examples of how to caster for garners with citabilities and other impairments I finish this web page on morbing garners one caccessible is awarded with this web page on morbing garners one caccessible is awarded with this web page on morbing garners one caccessible is awarded with this web page on morbing garners one caccessible is awarded with the world to buy your games. Read Barnet Senior Circular to Exact. As Bowarde I finish this web page on morbing garners one caccessible is awarded to buy your games. Stos Humptroys, garner, discated NERVER Easy to implement, was reaching and effort said page of profiled page of growing garners and specific rickle inclusions. A Stos Humptroys, garner, discated NERVER Easy to implement, was reaching and effort said page of growing garners and specific rickle inclusions. A Stos Humptroys, garner, discated NERVER Easy to implement, was reaching and effort said page of growing garners and examples of profiled and page of growing garners and specific rickle inclusions. A Stos Humptroys, garner, discated NERVER Easy to implement, was reaching and effort said page of growing garners and examples of from to caccessible in the specific rickle in the page of growing garners and examples of from the caccessible in the page of growing garners and examples of from to caccessible in the page of growing garners and examples of from the caccessible in the page of growing garners and examples of from the page of growing garners and examples of from to caccessible in the page of growing garners and examples of from the page of growing garners and examples of from the page o

Game Accessibility Guidelines:

https://gameaccessibilityguidelines.com/

**Case Study: Game Accessibility Guidelines** 



**Everybody** should be able to play the same games. **It is our responsibility** as developers and designers to provide inclusive games and player experiences.