

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?

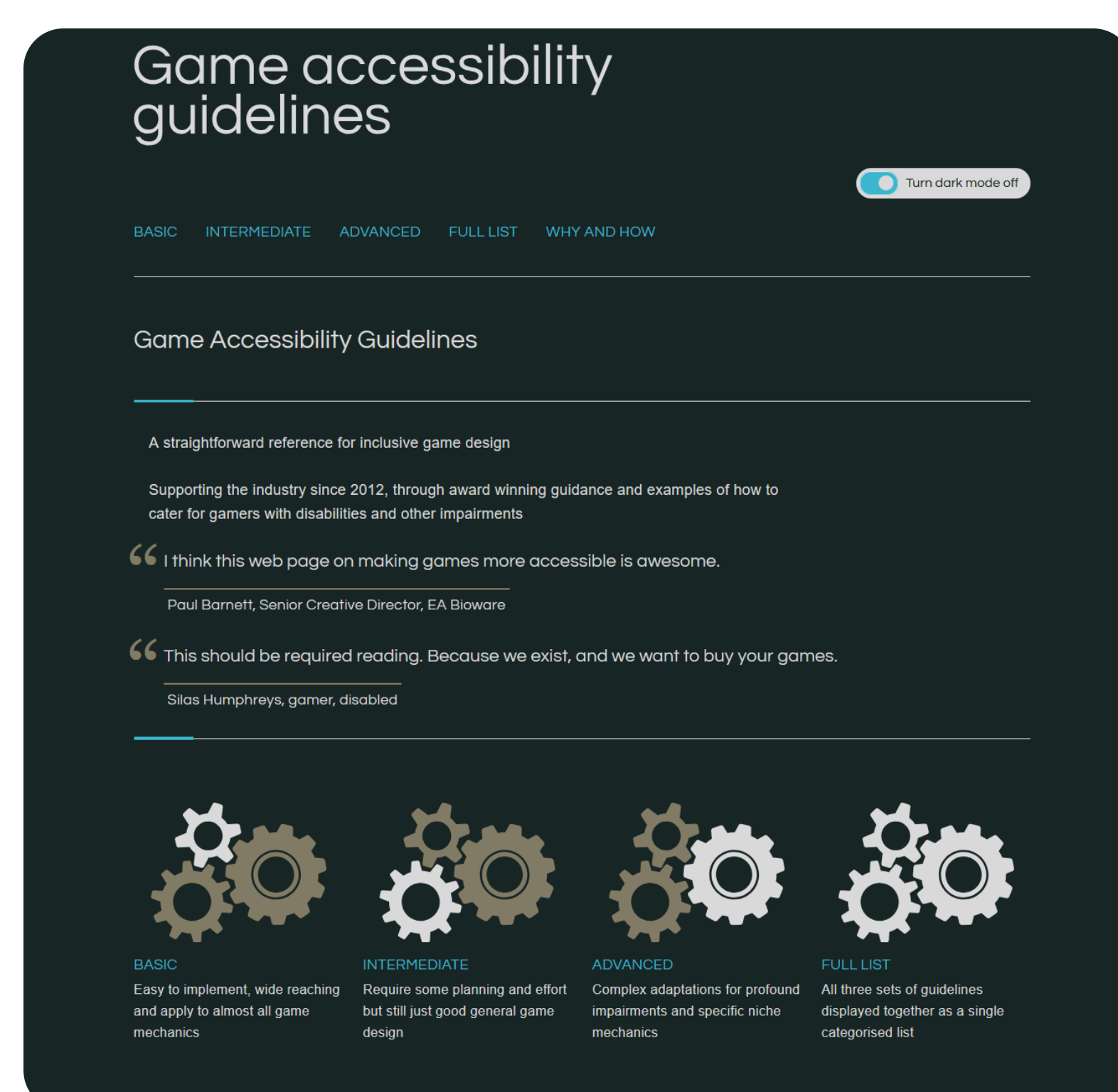
- What technological approaches can facilitate the integration of accessibility into game development?
- What forms of support (e.g., education, documentation, tools) are most effective for developers?
- How can accessibility guidelines and design patterns be translated into actionable tools for developers?

UN Sustainable Development Goals



Sustainable Development Goals by the United Nations:
<https://www.un.org/sustainabledevelopment/>

Case Study: Game Accessibility Guidelines



Game Accessibility Guidelines:
<https://gameaccessibilityguidelines.com/>

Case Study: Accessible Player Experience Design Patterns



Accessible Player Experiences (APX) by AbleGamers Charity:
<https://accessible.games/accessible-player-experiences/>

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