

## **GAME LEARNING ACCESSIBILITY PRACTICES**

### **CORE PHILOSOPHY: All kids deserve a fun, joyous learning experience.**

1. Objective: Anybody who wants to play our games, should be able to play and enjoy our games.
2. Improvement: We must continually work to identify our weaknesses and address problems to expand access.
3. Benefits for all: We believe that designing solutions to help those with disabilities creates a more enjoyable experience for everybody.

### **ACCESS: How we help all players perceive what is happening and easily control their actions in each game:**

1. Multiple Control Options: Players can use a touchscreen, mouse, or the keyboard to control their avatar.
2. Adjustable Controls: Can adjust mouse sensitivity in computer settings for improved precision.
3. Easy Controls: The easy point-and-click system means players do not need to learn intricate controls.
4. Deaf or Low Hearing Players: Storytelling and game elements do not depend on sound elements.
5. Read Aloud: We are currently implementing voice overs on key text so that players can see and hear it at the same time.
6. Legible Design: It is easy to see and discern which elements are important in the game.
7. Adjustable Visuals: Adjust your computer settings (e.g. brightness and contrast) to find and retain your ideal game settings.
8. Simplicity of Design: A non-cluttered game screen makes it easy to focus on the core part of our gaming experience.
9. Legible Text: Large, visible text in a clean font is standard. [We are working on making text size adjustable.]
10. Low Tech Requirements: You don't need a sophisticated device or fast internet to play our games.

### **NAVIGATING CHALLENGES: How we ensure that all players can fully experience each game we make:**

1. Legible Controls: Players can pull up control information at any time.
2. No Emotional Obstacles: We have no graphic or emotionally distressing game content.
3. Built-in Tutorials: We walk all players through game mechanics, making it feel like normal gameplay.

4. Saving: Games automatically save so that players do not need to repeat challenges they might have found difficult.
5. Single Player: Players with different skill levels are not directly competing with one another in any game.
6. Skipping Ahead: Our chapter-based system for most games, means that no one obstacle prevents players from picking the story up at a later point.

**IMPROVEMENT: How we constantly work to make our games more accessible:**

1. Product Testing. We test each new game with at least [x] students to ensure ease of use. This includes working with students who have different kinds of disabilities to understand how we can better serve their needs.
2. Continuous Feedback: We reach out to our educational partners every month to make sure all of their kids can successfully use the game.
3. Best Practices: We continuously research industry best practices and study innovations in the accessible gaming space.
4. Knowledgeable Partners: We work with the AbleGamers Charity to help us identify any blind spots in developing our games with the ultimate goal of maximizing accessibility.