Toolsheet on accessibility checklists for neurodiverse players, disabled players or other vulnerable groups

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Author: The Game accessibility checklist by <u>BlockSurvey</u> developers.

Link to the resource: <u>https://checklist.gg/templates/game-accessibility</u>

When to use it / Targeted skills:
You can use the Game accessibility checklist when designing, refining, or reviewing any part of your game to ensure it's inclusive and accessible for all players (especially those with physical and/or mental disabilities). Whether you're at the early concept phase, mid-development, or polishing your final version, this checklist helps you build a more usable but above all welcoming experience for a wider range of players.

What You'll do:
With the Game accessibility checklist, you'll review your game's features by answering a series of questions about motor, cognitive, visual, and auditory abilities. You will also identify gaps and rooms for improvement in your game's accessibility to ensure it's usable for all players by applying accessibility principles to gameplay, menus, controls, tutorials, and user interfaces. Don't forget to track your progress and refine your game as you go.

What You'll Need:
- A video game project (a game you're working on or one planned).
- A computer or device to connect to the following website: <u>https://checklist.gg/templates/game-accessibility-checklist.</u>
- Pen and paper or digital tool to take notes as you go through the checklist.

How to use it:

1. Open your computer and visit this link: https://checklist.gg/templates/game-accessibility-checklist

2. Once on the website, you'll see a list of questions about your game's input methods, UI readability, captioning, color contrast, content warnings, and more.

3. For each section, think about your game and answer the questions. Reflect on whether your game meets the need described, and if not, how it might be improved.

4. If you need more details on how to answer, simply click the "See Instructions" button under each question. This will give you more guidance on how to approach that specific part of your game.

5. As you go through the checklist, tick off the items you've already completed or feel are working well.

6. If you find areas that need improvement, write down ideas for any areas you want to improve or develop further.

7. After answering all the questions, look over the checklist. What's working well? What still needs improvement?

8. Use your notes and the feedback from the checklist to improve your game's accessibility.

9. As your game develops, return to the checklist to see if there are new areas to work on and improve.

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Tips for Reuse / Continuation:

1. Every time you add new mechanics, menus, or features to your game, go back to the checklist to make sure all the elements are accessible to all.
2. Even if you're not working on the same project, you can adapt the checklist to all sort of games and formats.
3. If you're working with others, share the checklist with your team members to make sure everyone has a common understanding of the accessibility goals.
4. Add specific questions that reflect the unique features of your game or the areas you want to explore more.
5. If you type "game" on checklist.gg, you'll find additional checklists for different areas of game design. These tools will help you expand your skills and improve your game.
6. The site offers a Chrome extension that allows you to easily access the checklists without leaving your workflow. You'll be able to quickly open relevant checklists and apply them directly while working on your projects, saving time, reducing errors, and maintaining a clear overview.

Languages:

Available in English.