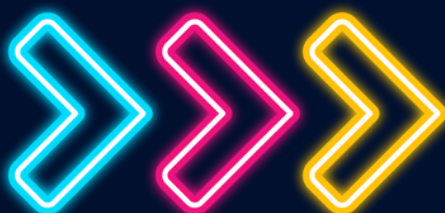




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# VIDEO GAMES FOR GOOD

## Creating Inclusive Game Prototypes

<https://www.videogames4good.eu>

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YuzuPulse



LogoPsyCom



materahub

VISAS  
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<b>Duration:</b>	90 – 120 minutes
<b>Age:</b>	20 – 29 years
<b>Group size:</b>	Group of 5 members or can be done individually
<b>Aim:</b>	To understand the principles of accessible design and foster collaboration among participants.
<b>Objectives:</b>	<ul style="list-style-type: none"> <li>• To foster empathy by encouraging participants to consider the diverse needs of the users</li> <li>• To provide a complete user experience for gamers</li> <li>• To promote problem solving and design thinking skills among the participants</li> <li>• To introduce the concept of inclusive design in gaming and also to sensitize participants to the principles of inclusive design</li> </ul>
<b>Material needed:</b>	Presentation to show examples and introduce the concept Markers, pens or pencils Design brief templates Examples or available design elements

Creating Accessible Game Prototypes is a workshop designed to foster empathy and promote accessible design in video games. Participants aged 20–29, including youth workers supporting young people with disabilities or specific learning disorders, will explore principles of inclusive and accessible design. Through collaborative or individual activities, participants will develop problem-solving and design-thinking skills while creating their own game prototypes that address the needs of diverse players.

This 90–120 minute session encourages participants to design games that embrace accessibility and provide an engaging experience for all players. By the end of the workshop, participants will gain hands-on experience and practical insights into designing games for a diverse audience.



# Workshop Structure



## 1. Icebreaker and energiser game (5 minutes):

Start with a short, interactive game to energise participants and encourage interaction.

## 2. Brainstorming session: What is Accessible Design? (10 minutes):

Pose the question: "What does accessible design mean to you?"

Encourage participants to share examples of games or designs they believe are accessible.

Record responses on a whiteboard or flip chart.

## Introduction to Accessible Design (15 minutes):

Present a slideshow introducing the concept of accessible design in gaming.

Highlight the importance of addressing the needs of players with diverse abilities, such as:

- Players with visual or hearing impairments.
- Players with motor or cognitive disabilities.
- Players with Specific Learning Disorders, etc.
- Showcase examples of games with features like adaptable difficulty levels, text-to-speech functionality, and clear visual or auditory cues. Here is a [list to start](#), but feel free to add your favourites.
- Tip for professionals: If you would like to know more about inclusion and accessibility in video games, check out our **guide for professionals**.

## 3. Activity setup (5 minutes):

- Divide participants into groups of five or allow them to work in pairs.
- Distribute design brief templates and materials (markers, pens, and design elements).
- Explain the challenge: design a prototype of a video game that includes accessibility features for players with disabilities or learning disorders.

#### **4. Design phase** (40–45 minutes):

- Participants brainstorm game ideas, considering diverse user needs, such as:
  - Players with visual or hearing impairments.
  - Players with cognitive or motor disabilities.
  - Players with Specific Learning Disorders
- Teams use design templates to outline their game concepts.
- Facilitators provide guidance and feedback during the process, encouraging participants to think critically and creatively.

#### **5. Presentation and feedback** (20–30 minutes):

- Groups or individuals present their prototypes, highlighting the accessible features.
- Peers and facilitators provide constructive feedback.

#### **6. Wrap-up and reflection** (10 minutes):

- Recap the importance of inclusive design in video games, particularly its impact on players with diverse abilities and backgrounds.
- Incorporate the chart from the brainstorming activity:
  - Revisit the chart created during the brainstorming session, reviewing key points and examples shared by participants.
  - Reflect on how these ideas were applied during the design phase and how they can be expanded upon.
- Discuss how participants can apply these principles in other areas of life or future projects.
- Share resources for further learning and encourage participants to continue exploring inclusive design.



## ANNEX



### What are Design Templates?

Design templates are like a recipe or a worksheet that helps you create your own video game idea. They guide you step by step to make sure all your ideas come together perfectly. Here's how they work:

#### Game name:

#### Story of the Game:

- Who are the characters?
- Where does the game happen?
- What is the goal? (e.g., save someone, win a race, find hidden treasure).
- Who can play it?

Think about the **people who will play your game**. What special features might they need? For example:

- Subtitles for players who can't hear.
- Colourblind options for players who see colours differently.

#### What makes it fun?

- Solve puzzles?
- Build things?
- Explore new worlds?

Write all the exciting parts of your game here.

#### Inclusive features:

For example:

- Easy-to-read instructions.
- Characters from different cultures and backgrounds.
- Draw your idea:
- Draw a level, a character, or even the game's logo.

#### Feedback section:

Feedback helps you improve your idea!



# References



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