

Accessibility in game development

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Abstract

Computer games are one of the most popular forms of entertainment. Despite their popularity, a significant number of people are not able to play most of the games due to a disability, so accessibility has become an important factor in game development. However, it is crucial to find the right balance, the game should not lose its ability to entertain while being accessible. This talk gives an overview the current state of game development in terms of accessibility, presenting the provided features of the most popular computer games. Several aspects have to be taken into consideration in developing an accessible game, depending on different categories of disabilities. For each type of impairments (physical or sensory (visual or hearing) ones), we demonstrate methods on how to accomplish accessibility in computer games, including e.g. high contrast mode, proper use of the colour palette, adjustable font size, component to keep track of the game progress, ability to adjust the speed of the gameplay. We are currently developing a computer game called *Mitológia*, that is an action-adventure platformer with puzzle elements, in which the main character makes her way through various levels while fighting enemies and solving puzzles. With respect to the accessibility features, our first goal is to give proper gaming experience for visually impaired people. In this talk we will show our solutions regarding this matter to cover the most common types of vision impairment.

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