

Game On Conversation and Resources

Background

Accessible gaming refers to the design and development of video games that are inclusive of players with a wide range of disabilities. This can include adaptations for individuals with physical, sensory, or cognitive impairments, such as customizable control schemes, screen readers, visual and audio cues, and alternative input devices. The goal of accessible gaming is to ensure that all players can enjoy interactive entertainment on equal terms, without unnecessary barriers to participation or enjoyment.

As the gaming industry continues to grow, so does the recognition of the diverse needs within its player base. Developers are increasingly embracing inclusive design principles, working with advocacy groups and gamers with disabilities to implement features that enhance usability and engagement. From big-budget titles to indie games, accessibility is becoming more of a standard consideration, helping to create a more welcoming and empowering gaming environment for everyone.

To learn more, consider checking out these resources:

- [Video Gaming Accessibility](#) from the National Library Services of the Blind and Print Disabled
- [The Rise of Accessible Gaming](#) from 3Play Media
- [AbleGamers](#)

Conversation Guide

When speaking to children about accessible and inclusive gaming, it is important to convey the key concepts to them in language or terminology that is meaningful to them. Here is a sample suggestion of how this might be done.

Accessible gaming means making video games so that everyone can play, including people who have disabilities. Some people might not be able to see or hear well, move their hands easily, or understand instructions the same way others do. Game makers can help by adding special features, like bigger text, voice instructions, different color modes, or controllers that are easier to use. This way, more kids and adults can have fun playing games together.



Everyone deserves to be part of the fun, and accessible games help make that possible! Just like a playground with ramps so all kids can play, video games can be designed to include everyone. When we make sure games work for all kinds of players, we create a better, more exciting world where no one is left out.