



# Accessibility & gaming: beyond the controller

#ID24 – September 2023

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# Hola!

He / Him

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Front End Development.

Gamer.



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## What's talk **is not** about?

This talk is not about Console Wars.

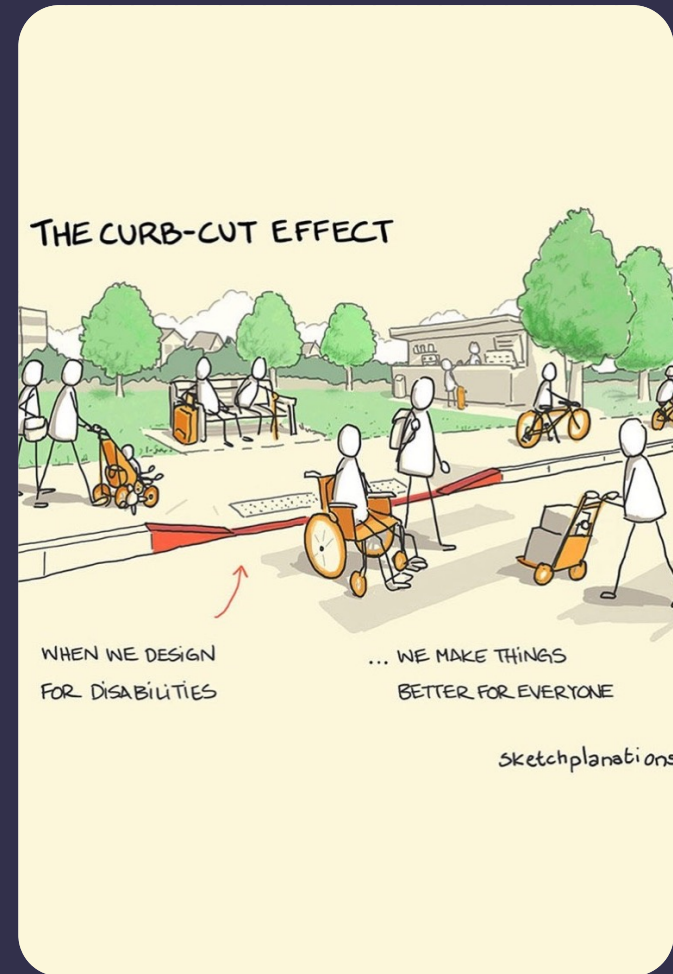
This talk is not just about a11y.

This talk is not just about gaming.



What's talk is about?

This talk is about the Curb-Cut effect  
gaming accessibility is having in  
other industries!



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In this talk I will cover

- 01 Web vs gaming
- 02 Xbox's Adaptive Controller
- 03 Spreading awareness
- 04 Accessibility & personalization

Topic 01

# Web vs Gaming

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## Being an accessibility advocate

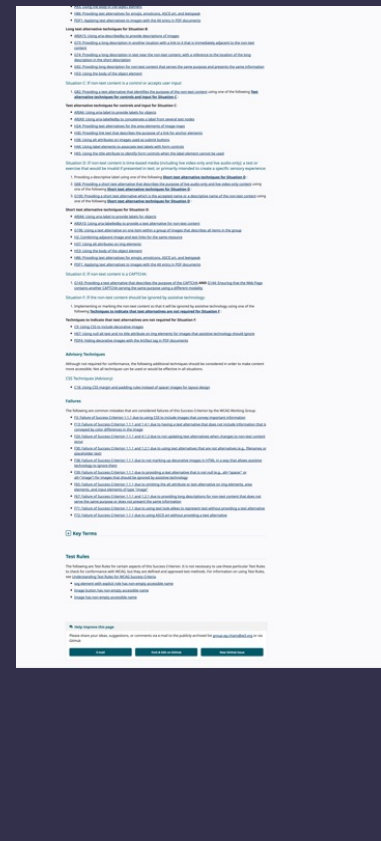
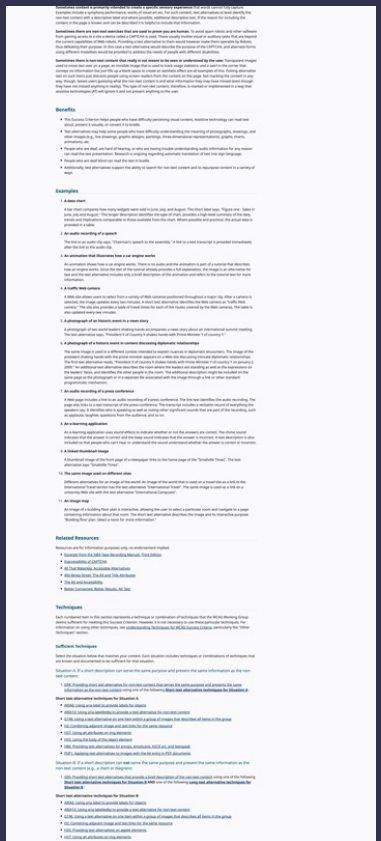
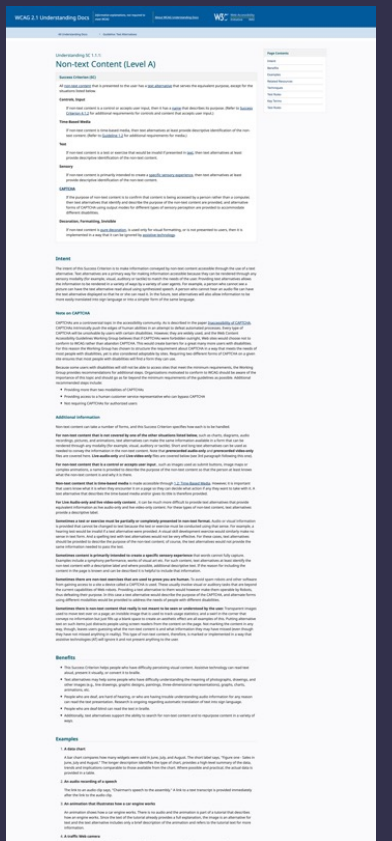
“You face constant risks to career growth, personal mental wellbeing, burnout, fear of failure, rejection, reputation as well as the emotional toll of constant empathy for others.”

- *Cam Beaudoin*

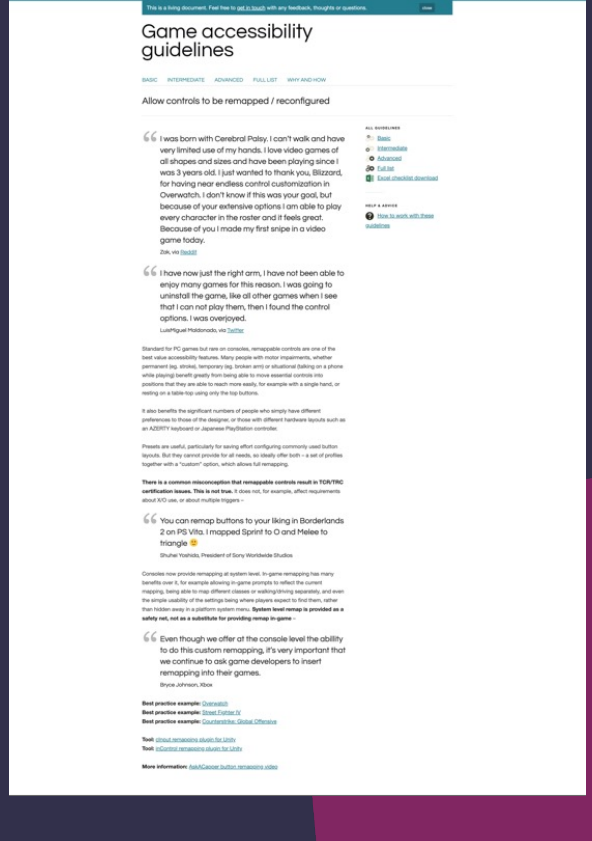


# WCAG vs Game accessibility guidelines

## Web guideline (3 pages)



## Game guideline (1 page)





In 2023

**96.3%** of Home Pages  
had **accessibility failures!**

<https://webaim.org/projects/million/#wcag>





## 2023 Inspiration

### Spiderman 2

Slow Motion in action scenes

### Forza Motorsport:

Blind Driver Assist

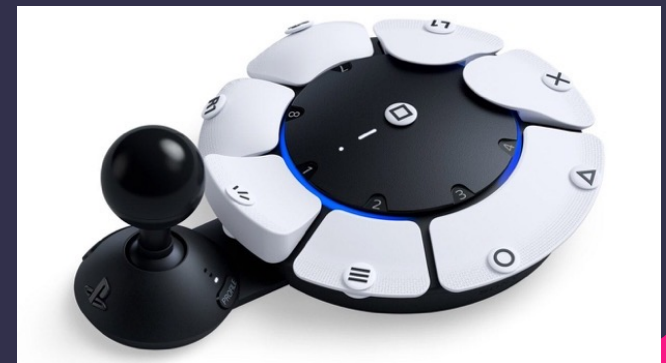


### Dead Space Remake:

Censoring traumatic images & themes (like suicide)

### Project Leonardo:

Playstation's adaptive controller



Takeaway 01

Lead with **inspiration**,  
nobody likes leaders who rule with fear.

Topic 02

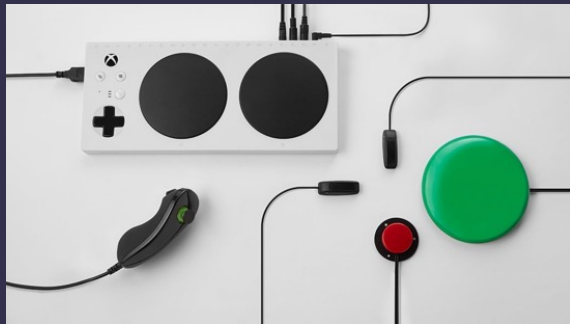
# Xbox's Adaptive Controller

Speaking of inspiration

“Sometimes a change comes and feels like breath of fresh air, you enjoy it greatly. It is new, thrilling, and invigorating”



## What is it?





# User research



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## That's a wrap



<https://news.xbox.com/en-us/2018/07/25/accessible-unboxing-of-the-xbox-adaptive-controller/>





Takeaway 02

Nothing for us without us

Topic 03

# Creating awareness

## The biggest audience

- The **largest live television audience in U.S.** and where people aren't skipping the ads.
- The Super Bowl gives advertisers the **'instant awareness'** they want to sell their product.
- About 76% of likely Super Bowl viewers in the U.S. say they're **excited for the ads.**



Super Bowl 2019

“When  
Everybody plays,  
we all win”



 Microsoft

## Next day reaction

**GAMEINFORMER**

NEWS

### Xbox's Heartwarming Super Bowl Ad Puts Spotlight On Adaptive Controller

by *Elise Favis* on Feb 03, 2019 at 11:00 AM



Microsoft's new Super Bowl commercial puts the [Xbox One Adaptive Controller](#) at center stage, with young kids commenting about their positive experiences with it.

**INSIDER** Log in [Subscribe](#)

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HOME > TECH

### Microsoft stole the show with its Super Bowl ad about a customizable Xbox controller that lets anyone game

TECH / MICROSOFT / ENTERTAINMENT

#### Microsoft's Super Bowl ad is all about the Xbox Adaptive Controller / Microsoft returns to the Super Bowl after a four-year break

By **Tom Warren**, a senior editor covering Microsoft, PC gaming, console, and tech. He founded WinRumors, a site dedicated to Microsoft news, before joining The Verge in 2012.

Jan 31, 2019, 10:24 AM EST | [0 Comments](#) / [0 New](#)

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Hardware

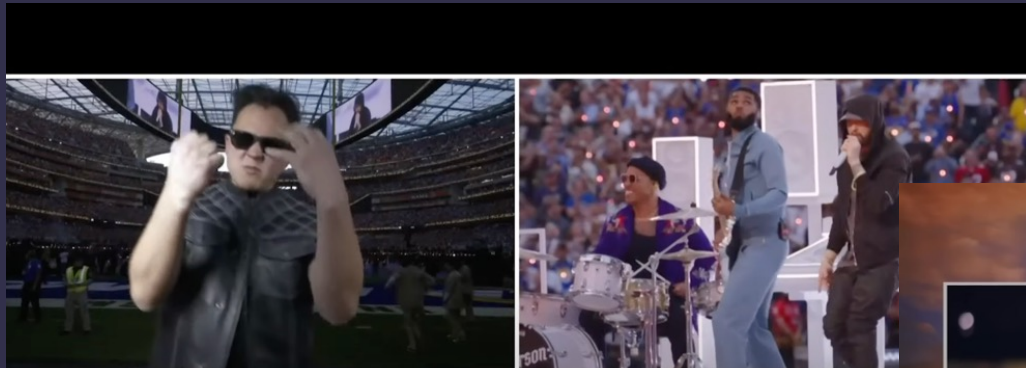
### Microsoft highlights the Xbox Adaptive Controller in emotional Super Bowl ad

**Brian Heater** @bheater / 11:12 AM EST • January 31, 2019

[Comment](#) [Twitter](#) [Facebook](#)



## The last two years



♪ He's nervous, but on the surface he looks calm and ready ♪



Takeaway 03

Start where you are.  
Use what you have.  
Do what you can!

- *Arthur Ashe*

Topic 04

# Accessibility & personalization



# Universal Design Principles

## Equitable Use:

design for people with diverse abilities

## Flexibility in Use:

design to accommodate a wide range of individual preferences and abilities

## Simple and intuitive use:

design for easy understanding, regardless of experience, knowledge, language or concentration level.



## Key Features

Game Developers can use tags in their products to indicate specific accessibility features provided by their games.

### Filters

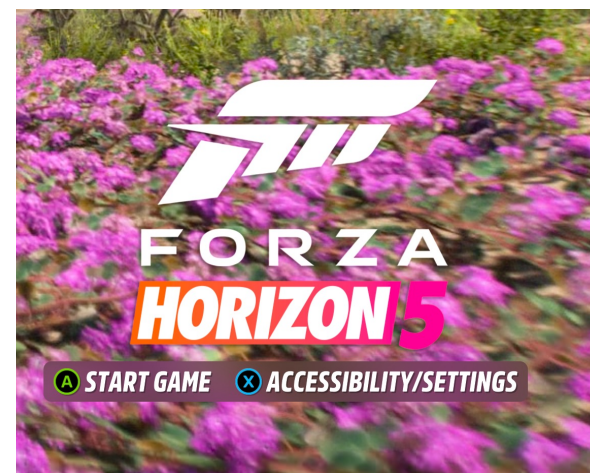
- Play with 4 ▾
- Accessibility ▾
- Prices ▾
- Genre ▾
- Subscriptions ▾
- Age Rating ▾
- Multiplayer ▾
- Technical Features ▾
- Supported Language ▾

### Filters

- Play with 4 ▾
- Accessibility ▴
- Gameplay ▴
  - Accessibility on launch
  - Adjustable difficulty
  - On-demand tutorials
  - Pausable
  - Progress saving options
- Audio ▴
  - Customised volume controls
  - Narrated game menus
  - Spatial audio
- Visual ▴
  - Adjustable text size
  - Colour options
  - Steady camera
  - Subtitle options
  - Text contrast option
- Input ▴
  - Adjustable input sensitivity
  - Full keyboard support
  - Input remapping
  - No button holds
  - No quick time events

## Forza Horizon

Forza Horizon 5 enabled on-screen sign language interpreters in both ASL & BSL.



Start screen includes option for a11y

## SETTINGS

DIFFICULTY

ACCESSIBILITY

HUD AND GAMEPLAY

CONTROLS

ADVANCED CONTROLS

AUDIO

VIDEO

LANGUAGE SELECT

### INTERFACE VISUALS

DEFAULT

DEUTERANOPIA COLOR FILTER

0

PROTANOPIA COLOR FILTER

0

TRITANOPIA COLOR FILTER

0

SIGN LANGUAGE PICTURE-IN-PICTURE

OFF

SIGN LANGUAGE VIDEO SIZE

MEDIUM

SIGN LANGUAGE BACKGROUND

TRANSPARENT (OFF)

SIGN LANGUAGE POSITION

BOTTOM RIGHT

SUBTITLES

ON

SUBTITLES TEXT SIZE

18

SUBTITLES BACKGROUND OPACITY

40

SUBTITLES KEYWORD HIGHLIGHTING

OFF

INCREASED TEXT SIZE

OFF

### DESCRIPTION

Adjust environment lighting to compensate for Deuteranopia (green) color-blindness.

Ⓑ Back Ⓜ Reset to Default

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## Slow down

*Marvel's Spider-Man 2* will offer an accessibility setting that lets you slow down the game's action.

You'll be able to slow things down by: 70 percent, 50 percent, or 30 percent.



Takeaway 04

Give me choices, let me decide!

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## What did we learn today?

### Takeaway 01

Lead with inspiration,  
nobody likes leaders who rule with fear.

### Takeaway 02

Conduct user research with  
people with disabilities.

### Takeaway 03

Start where you are.  
Use what you have.  
Do what you can!

### Takeaway 04

Give them choices,  
let them decide.





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Web

<https://a11y.tips>





**Thank you**