



Game Accessibility Workshop Toolkit

Brought to you by Xbox Research Accessibility Team



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Part 1: How to set up your own Game Accessibility Workshop



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What is a Game Accessibility Workshop?

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What is a Game Accessibility Workshop?



Game Accessibility Workshop (GAW)

A GAW is a multi-day workshop focused on learning and applying accessible and inclusive design principles. During the workshop, attendees:

Learn and Engage

- Learn about Microsoft Inclusive Design principles
- Engage directly with accessibility advisors

Discuss and Incorporate

- Discuss insights and accessibility goals as a group
- Practice incorporating those insights into product design



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Game Accessibility Workshops (GAWs) are aimed at evolving the way teams think about and apply inclusive design principles for accessibility during product development.

During the workshop, product team members **learn** about inclusive design and how it applies to game accessibility, first by watching our 101 presentation and then by **engaging** with accessibility advisors via interviews. Accessibility advisors are players with disabilities and accessibility advocates who often have years of experience in the gaming industry, and whose crucial insights are key to understanding the importance of inclusive design.

Next, teams **practice** using what they've learned through exercises allowing them to generate ideas **incorporating** insights into their in-development product, as well as openly **discussing** their accessibility goals, what challenges they foresee to achieving those goals, and what resources they have to help them navigate those challenges.

What happens during the workshop?



Learn & Engage!

First, attendees learn about **inclusive design principles** and how they apply to real-world features in the 101 presentation.



Next, attendees interview Accessibility advisors, **players with disabilities** who are also **accessibility subject matter experts**, about their experiences.



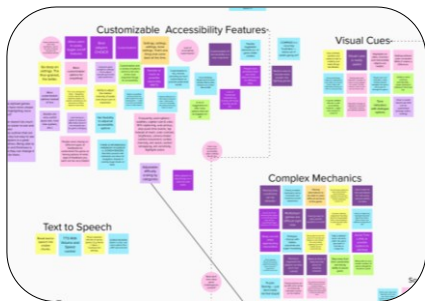
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The workshop starts with an inclusive design 101 presentation. During this presentation, all attendees learn about the social model of disability and accessibility, and how the inclusive design approach developed by Microsoft Design can be applied to gaming and gaming-related experiences.

After the 101 presentation, attendees get into small groups to interview four accessibility advisors. Accessibility advisors are players with disabilities who are also accessibility subject matter experts. Attendees get to engage in direct conversation with the advisors, asking them questions about accessibility and disability experiences. This interview process allows teams to follow-up on points of interest as they come up, giving attendees a deeper understanding of the advisors' experiences. After completing the four interviews, attendees individually reflect on and write down their learnings and insights from the interviews.

Discuss & Incorporate

Attendees will group everyone's individual insights on a virtual whiteboard and then use them to generate team-specific solutions to accessibility concerns.



BRAINSTORMING 1-PAGER

Narrate interactables + Prompts

NAME YOUR FEATURE

DRAW A PICTURE

Use 'Let games read to me' to narrate interactables and prompts.

Sightless can now go around the Ship.

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On the second day of the workshop, all attendees get together to synthesize their learnings and apply them to their in-development product. They do this while having open and honest discussions about goals, priorities, and challenges. Those insights and the resulting accessibility ideas are saved on a virtual whiteboard and kept as a planning and learning resource for the everyone on the team.

Sample agenda: 2-day workshop

Day 1

- 8:30 am –** Introductions and Inclusive Design 101
- 9:30 am –** Interview prep
- 10:15 am –** Advisor interviews 1 and 2
(10 minutes between)
- 12:30 pm –** Lunch
1:30 pm
- 1:30 pm –** Advisor interviews 3 and 4
(10 minutes between)
- 3:30 pm –** Individual reflection
4:00 pm

Day 2

- 9:00 am –** Insights analysis and synthesis
- 10:30 am –** Goal discussion
- 10:40 am –** Goal discussion
11:45 am
- 11:45 am –** Lunch
12:45 pm
- 12:45 pm –** Small group design ideation
1:45 pm
- 2:00 pm –** Design sharing and prioritization
3:00 pm
- 3:00 pm –** Resources and next steps
3:30 pm



Here's an example of what a two-day workshop schedule might look like.

The who, when, and where of the workshop.



Now that you know what a Game Accessibility Workshop is, let's consider some logistics.

Who will attend?

Attendees' workspace should overlap in some capacity. This could be folks working on the same game or on similar games within a studio.

How many people?

- We recommend **32 or fewer attendees**, to create four groups of eight (or fewer) attendees for interviews

What roles to include?

- People from different areas or disciplines
- People in leadership or decision-making roles

Other considerations?

- Attendees should be able to clear their schedule for the whole workshop
- Remember to ask about your attendee's accessibility needs



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When thinking about who will attend your workshop, you'll first want to consider who has overlapping workspaces. If you are a smaller studio, it can be great to have everyone in the studio take the time to attend the workshop together. For larger studios, we recommend thinking of ways to keep the number of people engaging in the interviews to no more than 8 per interview group. This ensures that everyone gets a chance to participate actively in interviews and avoids overwhelming accessibility advisors. However, one of the benefits of working in a remote world is that you can set up live streams of the interviews or invite people to drop in and watch the interviews without directly engaging.

Once you've figured out how many people can attend, you'll want to think through who those people will be. If you can invite everyone in your studio, that's great, but if you must pick and choose who to invite, we recommend including folks from a variety of areas within your studio (e.g., audio, UI, production). We find that including people in different roles and from different areas of development helps the group capture a wide variety of insights from the interviews and allows for a broader distribution of learnings after the workshop. Also consider that a key part to ensuring successful implementation of accessible design is having the support of team leadership. We encourage you to

find ways to get studio leads or leadership involved in the workshop. When accessibility is supported from the leadership level, it is more likely accessible design decisions will be supported throughout development.

And of course, when inviting folks to attend, remember to ask about their accessibility needs. Check out the [Playbook for Accessible Gaming Events \(PAGE\) V1.02 - Microsoft Game Dev | Microsoft Learn](#) for information on hosting accessible events.

Who are your accessibility advisors?

Accessibility advisors should first and foremost be players with disabilities. It can be helpful to find advisors who also have experience consulting with game developers about game accessibility, though such experience is not necessary.

How many advisors?

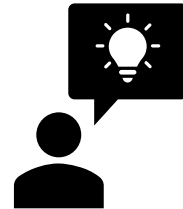
- Aim to invite up to **four advisors** to capture a variety of disability experiences.

Where to find advisors?

- Social Media
- Game Accessibility sites

Other considerations?

- Pay your advisors
- Remember to ask about your advisors' accessibility needs



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When seeking out advisors, consider ways to ensure you're capturing a variety of disability experiences including physical and cognitive disabilities. Remember to ask about and accommodate your advisors' accessibility needs (e.g., providing a sign language interpreter, providing ample breaks, etc.) and to appropriately compensate your advisors for their time by paying them.

To find accessibility advisors for your workshop, consider reaching out to known game accessibility advocates and consultants. You can find quite a few people to start with by reviewing past Game Accessibility conference speaker lists in the conference archive: <https://www.gaconf.com/archive/>. And even if those people aren't available, they'll likely know someone who is.

Before the interviews, ask your advisors to provide a brief written introduction for you to share with attendees. Attendees can then use these advisor introductions during interview preparation to better tailor their questions for the advisors.

When scheduling the interviews with the advisors, make sure you clearly

communicate when they should be present for the interviews. With four advisors and a group of 32 attendees, we recommend scheduling each advisor for 4, one-hour interviews and having groups of eight attendees interviewing the four advisors concurrently. See the sample schedule earlier in this deck for reference. However, if you have a smaller group of attendees, you may want to consider a different schedule. For example, let's consider two options for the situation in which you have just eight people attending the workshop. One option is to have the whole group of eight attendees interview each advisor, in which case each advisor would attend for one hour (instead of the four hours they would attend for a larger group of attendees). Alternately you could divide your attendees into two groups of four, in which case you would have two advisors scheduled for two hours in the morning, alternating each group, then two additional advisors scheduled for two hours in the afternoon, alternating each group again.

When to have your workshop?

You'll want to know at least a little bit about what kind of game you're making, while still having the space and time to design new accessibility solutions based on what you learn during the workshop.



At what time during development?

- We recommend workshops take place **early in development**, as close to the end of concept or the start of pre-production as possible.

Other considerations?

- Avoid team events or timelines that might be distracting (e.g., middle of design sprints, team offsites)
- Avoid time before or after holidays when people may be outside of their usual workflows or may miss the chance to practice applying their knowledge following the workshop.



The main goals of a Game Accessibility Workshop are to:

- learn from the lived experiences of the accessibility advisors
- practice applying those learnings to recognize exclusion and create accessibility focused solutions

To help achieve these goals, it is helpful for teams to have a balance between product clarity and openness to change and innovation. For this reason, we recommend conducting the workshops when your team has an idea of what they're making but is still open to new ways of achieving their design goals.

Where will your workshop take place?

Many factors impact the decision of where to conduct a Game Accessibility Workshop. Here we highlight our top considerations, though note that you may have additional considerations specific to your team.

Where is your team located?

- Unless everyone is in the same location or can easily travel to a common location, consider a remote or hybrid workshop.

Do you have the space needed for an onsite workshop?

- To foster learning during the workshop, you will want to reserve quiet rooms for interviews and small group activities. These are in addition to a large space where the whole team can share and collaborate.

Other considerations?

- If hosting advisors onsite, you will need to pay for their travel and accommodations.
- If conducting the workshop online, you will need access to a virtual white board or another virtual group space for insights.



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When considering where your workshop will take place, you'll first want to think through whether you want to conduct the workshop in-person, hybrid, or fully remote. During the pandemic we shifted to conducting workshops fully remotely with a lot of success, so don't be afraid to go remote if that's what's best for your team. In fact, we recommend fully remote workshops for teams that are widely distributed or that have physical space limitations.

If you decide to conduct your workshop onsite, consider what spaces you will need for each activity. Review the sample schedule on page 10 to get a sense for how many rooms you will need. We recommend having at least one larger space for the whole-team activities, and separate quiet spaces for each small group activity. Usually this means one large space, and four small spaces. In addition to ensuring the spaces you are inviting them into are fully accessible for everyone's specific needs, you'll also want to consider the cost of travel, accommodation, and compensation for your accessibility advisors. Note that accessible travel can be difficult and may cost extra.

If you want to host your workshop onsite but aren't sure you can cover the cost of travel, accommodation, and compensation for your accessibility advisors,

consider a hybrid model in which the team is onsite, and the advisors participate remotely. If you opt for this model, you'll want to make sure that you have hybrid friendly tech spaces for the advisor interviews such as quiet rooms with large screen displays and good microphones.

If you choose to conduct your workshop remotely, you'll want to consider what collaborative team software you can use for the group activities such as the personal reflections and the insights synthesis (e.g., Miro, Mural, Figma).

Following up after the workshop.



How will you follow-up?

There is no single path to accessibility, so we'll offer a few ideas to get you started:

- Share the group insights where everyone can access them
- Hold a quick sprint or "hackathon" for people to work on the ideas they generated during the workshop
- Write a summary of the insights and ideas from the workshop to share with the whole team
- Hold a follow-up event during which people can share new learnings or insights they had after the workshop
- Find a way to showcase the work your team implements that was inspired by the workshop
- Think of ways to thank the accessibility advisors for their contributions (e.g., include them in marketing, gift them studio or game swag, include them in game credits)



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The Game Accessibility Workshop is designed to be a starting point for a team's accessibility journey. Different teams take different paths, but just like any other skill, accessibility practice takes repetition to become a habit. Consider how you will follow-up and make space for your team to put what they learned to use and share it to further inspire each other.

Part 2: Game Accessibility Workshop Activities and Instructions



The following pages of the toolkit provide instructions on each workshop activity outlined in our sample schedule on page 10 along with visual assets you can use as you go through those activities. Please note that the activities outlined in this toolkit have been successful for us when working with Xbox game studios, but we recognize that all studios are different and may benefit from different approaches. If you make modifications or changes that work out well for you, consider sharing your experiences with us via email at xra11y@microsoft.com. We welcome the developer community to help us improve and add to this resource over time.

Contents: Part 2



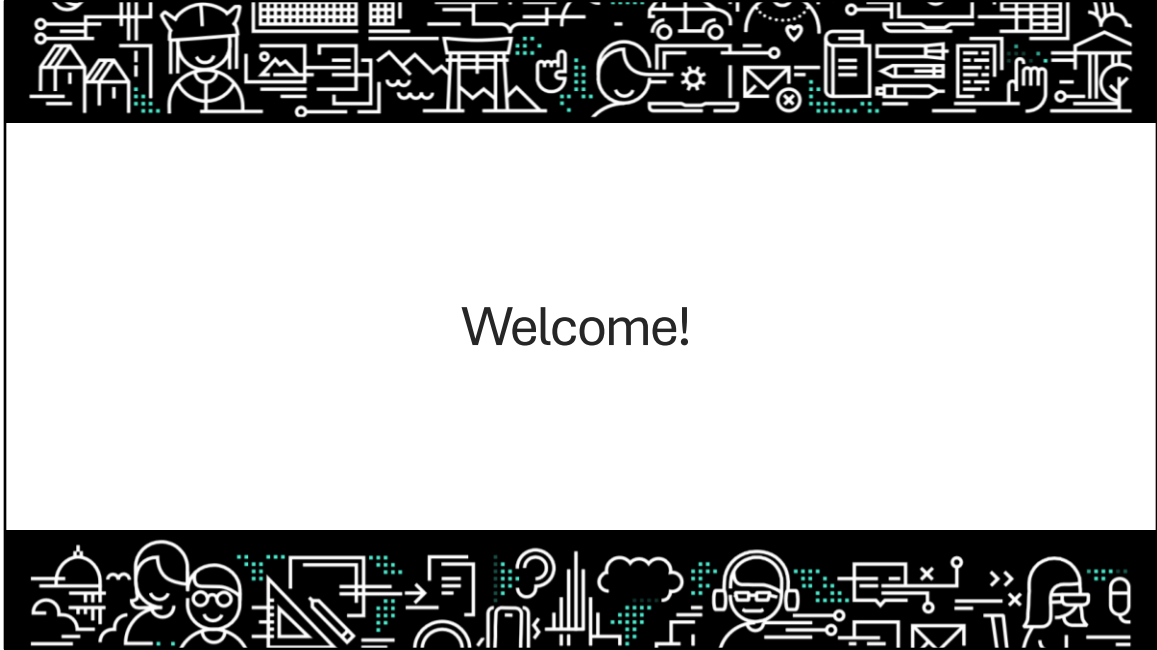
Intro. to Accessibility and Inclusive Design in Gaming

Interview Preparation, Sessions, and Reflection

Insights Synthesis and Ideation

Next Steps and Resources





Welcome!

Make sure to build in some time at the start of your workshop for attendees to trickle in before the Inclusive Design 101 presentation begins. This is a great time for attendees to introduce themselves if needed.

We also recommend inviting a team leader to give a brief statement acknowledging their commitment to accessibility at the start of the workshop. Leadership support is key to successful implementation of accessibility. When attendees have heard that accessibility is important directly from leadership, it can help them feel more empowered to build on what they learn during the workshop and to share their learnings with others on the team.



Introduction to Accessibility and Inclusive Design in Gaming

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We recommend starting the workshop by playing the recording of our “Introduction to Accessibility and Inclusive Design in Gaming” presentation. This presentation introduces attendees to the principles of inclusive design and the social model of disability and accessibility with gaming related examples. Introducing attendees to these principles helps to ensure that attendees start the workshop with a similar framework in mind.

Important note: During the “Learning from diversity” portion that occurs midway through the video (time stamp: 06:18:29), you will need to pause the presentation and show a video of a player with disabilities playing a video game and talking about their experience. **This is a video you will need to choose in advance of the workshop.** There are many streamers who are players with disabilities (and often accessibility advocates) whose videos can be found on YouTube or other streaming sites. For general examples search “Player with disability playing video games”. Or if you’re looking for videos that feature a player with a specific disability of interest to your team, try prompts such as, “Player with blindness playing video games”. Also, consider searching

for a video that applies to your game's genre. For example, try searching for "Player with a disability playing an open world game". Keep in mind that all attendees will be watching this video so try to find one that is appropriate for your team.

The presentation ends with some general guidelines for interviewing people with disabilities which serves as a bridge to the next activity – preparing for the interviews with the accessibility advisors.



Interview Prep Time

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After the Introductory presentation, attendees will break into small groups and work on creating their own semi-structured interview guide. Each group will go through the interview prep activity in the following pages to **organize and structure their interview plan**. During this activity, attendees will consider the questions provided in the following pages and **decide together what they want to ask** the accessibility advisors about their experiences as players with disabilities.

The following pages in the “Prep Time” activity include general interview guidance and questions from a sample interview guide to give attendees a place to start building their own interview question guide. The content in this activity is intended to both inspire attendees to write their own questions and provide guidance on how to structure their interviews and questions (i.e., which questions to ask first). Each page in this activity provides instructions for groups to guide themselves through the interview guide creation process.



Planning the Interview

Step 1: Decide how your group will distribute question-asking (e.g., round robin, assigned questions, popcorn, etc.).

Step 2: Select a member from your group to be the first to introduce themselves and assign either that same person or a different person to ask the first question.



Complete the two planning steps.



Building your Interview Guide



The following slides contain questions you can use to build your interview guide. We also encourage you to come up with your own questions.

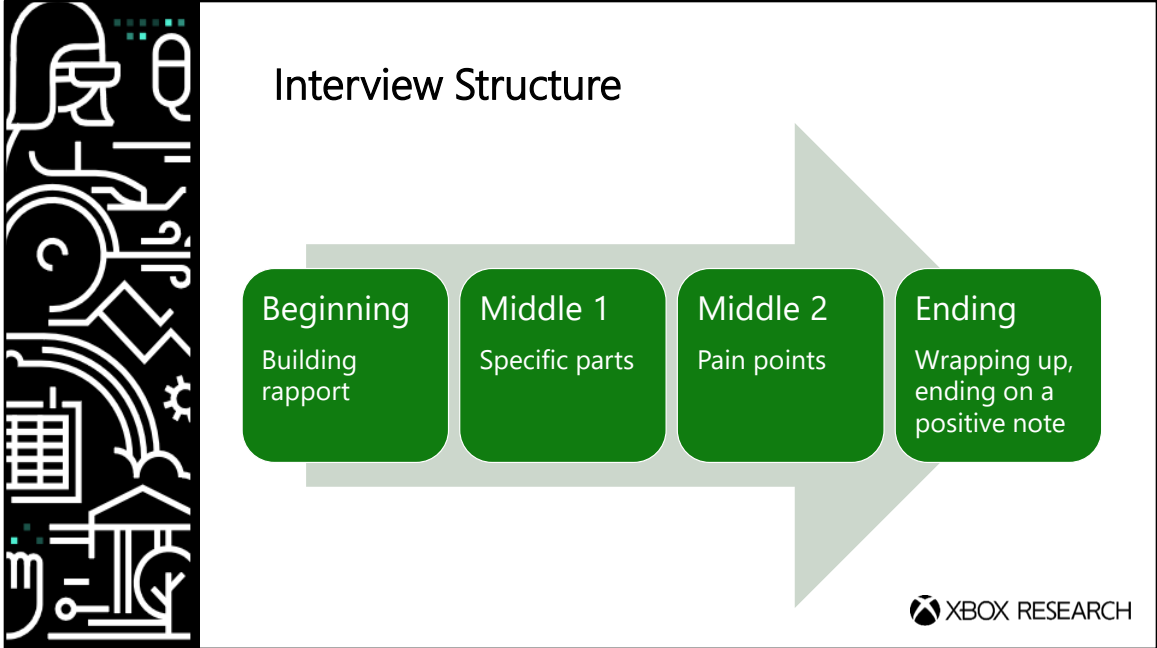
To prepare, consider these two topics:

- What experiences do your accessibility advisors have?
- What accessibility risks does your game have ?



If advisor information has been provided, take a moment to review who your advisors are and what areas they have experience in. If that information has not been provided, consider possible experience that players with disabilities may have. The [Gaming and Disability Player Experience Guide - Microsoft Game Dev | Microsoft Learn](#) can be a great place to start when thinking about what accessibility issues players with disabilities may have experienced.

In addition to reviewing possible accessibility mismatches that players have or may have experienced, take a moment to discuss what accessibility topics are most important to you as a group. For example, are you most interested in single or multiplayer experiences? Will your game have onscreen UI elements, aiming mechanics, or open-world navigation? These considerations will help you select and generate questions you may find most relevant to your design needs.



To gain an idea of the broad interview flow, review the overall structure of an interview; You'll want to build rapport before getting into specifics and pain-points, and you'll want to end on a positive note.



Beginning: Building Rapport

Start with some broader, more general questions to get to know your advisor! Ask neutral-to-positive questions to start - if you want to ask about pain points or negative experiences, save those for later in the interview.

We recommend choosing 2-3 questions (plus 1-2 backups).

Sample Questions:

- Can you tell us about yourself?
- What's a typical day like for you?
- Can you tell me a little bit about your gaming background?
- How long have you played video games? How did you get into it?
- What kinds of games do you like to play?
- Do you normally play single-player or multiplayer? Why?
- What games are you playing right now?
- What makes a video game fun/great?



Your group can choose questions from the list above, write your own questions, or do both.



Middle 1: Specific Parts

After you've settled in a bit with your advisor, you can try some narrower or more specific gaming questions. You can always follow up on cool or interesting things they told you earlier or skip a planned question if it was already answered.

We recommend choosing 2-3 questions (plus 1-2 backups).

Sample Questions:

- Walk me through what a gaming session looks like for you.
- How do you 'get ready' to play games? Do you need to do any hardware or software setup, etc.?
- How long do you usually play?
- If they play multiplayer - who do you normally play with?
- When you're picking a new game to play, what kinds of things do you look for?
- What kinds of features do you absolutely need in order to play the kinds of games you like to play?
- Tell me about a game that you think did that/those really well. What made it good?



Your group can choose questions from the list above, write your own questions, or do both.



Middle 2: Pain Points

Here's where you start asking about an advisor's negative experiences with accessibility in gaming, including specific pain points, if the topic hasn't come up already. If it has already come up organically, consider asking follow-up questions to get more information about those experiences.

We recommend 2-3 questions (plus 1-2 backups).

Sample Questions:

- How do you feel about the state of accessibility in video games?
- What's frustrating/not-so-great about playing video games?
- What are games usually missing that make it difficult for you to play them?
- What features do games usually do very poorly? What do they get wrong about them?
- How would you change or improve the features you need when you play video games?
- What's the most important thing that we could do to improve your gaming experience?



Your group can choose questions from the list above, write your own questions, or do both.



Wrapping up & ending on a positive note

Aim to end your interview on a high note. Ask your advisor some positive and/or aspirational questions to finish up. That way, they'll leave feeling good about your conversation!

We recommend 2-3 questions (plus 1-2 backups).

Sample Questions:

- If they didn't already: Tell me what's good about accessibility in games right now.
- What are you hopeful for in video games?
- What are you looking forward to in the gaming industry?
- What games are you really looking forward to right now?
- Is there anything else that I didn't ask you about that I should have?/Is there anything else you want to tell us that you haven't gotten the chance to?
- Do you have any questions for us?



Your group can choose questions from the list above, write your own questions, or do both.

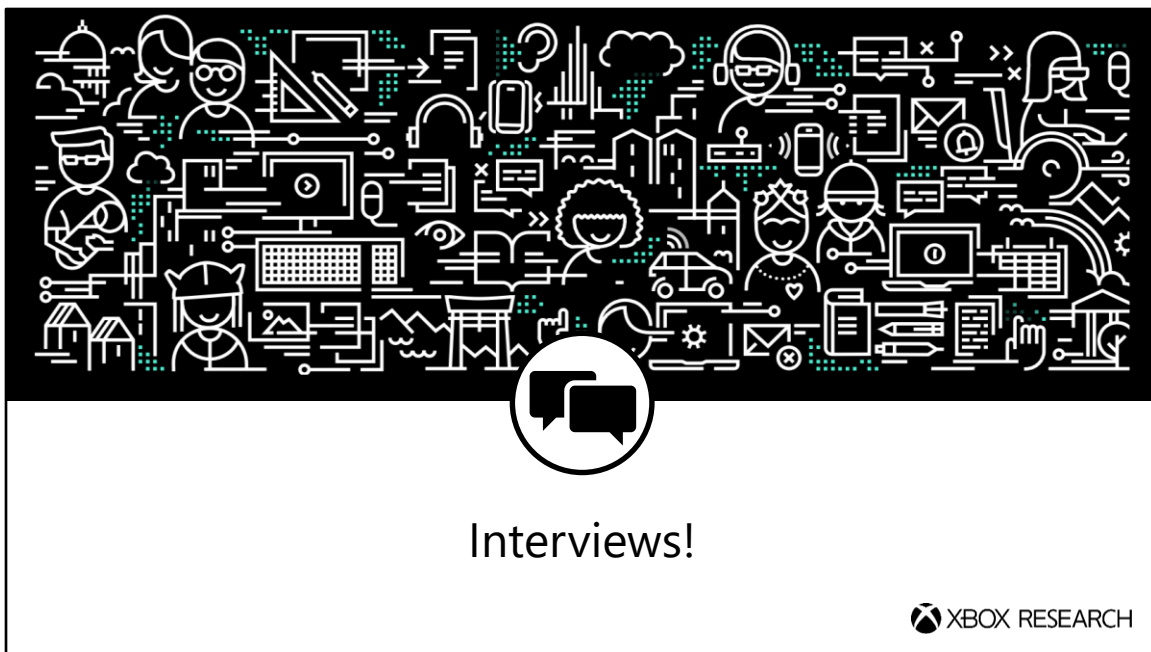


Interview Guidelines

- When someone gives a yes/no answer or a brief answer, try following up with "Could you tell me more about that?"
- It's okay to ask follow up questions, even if they weren't written down in the guide! Consider adding these new questions to the guide for your next interview.
- It's ok to revisit a response later in the interview if you think there was a missed opportunity for learning more. You can say something like, "You mentioned <topic> earlier - can you speak more to that?"



Review these guidelines as a group. The guidelines are here to remind you that the interview questions you generate are meant to guide you, not limit you – the interviews are a conversation between your group and the advisor. Skipping questions that have been answered or adding questions based on something interesting that was shared in the moment can make the interview experience richer for everyone.



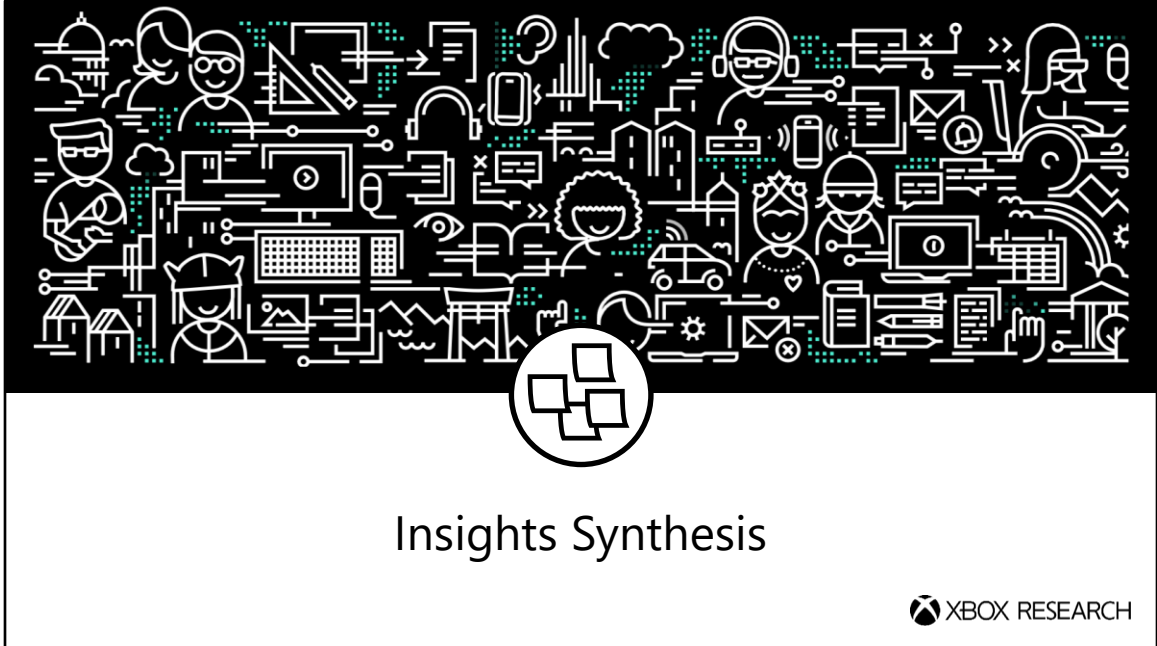
The interviews with accessibility advisors are the main event of the workshop. Using the interview guides they created during their interview prep sessions, the small groups of attendees **will interview each accessibility advisor for approximately 50 minutes**. We recommend that attendees stay in their assigned small group, moving together from one advisor interview to the next and that advisors stay in one room (whether physical, or virtual) as each of the groups come to them for interviews, one after another.

During interviews, attendees should be encouraged to write down their own individual insights rather than relying on a group note-taker. Their individual notes will be helpful for when they are asked to write down their individual insights later during the workshop.



After completing the advisor interviews, all attendees should be invited back together as a larger group to start their individual reflection activity. During this activity, attendees spend **quiet time** writing down what they learned from the interviews on **sticky notes** (virtual sticky notes in the case of virtual workshops). These insights can be anything they remember – something cool, interesting, or challenging; a memorable quote; a rough sketch of an idea; a general problem they recognized; etc. We recommend holding this quiet space for about 20-30 minutes to ensure that attendees have the focus time they need to write down their thoughts.

Depending on your approach (in person, hybrid, or virtual) you can choose a variety of tools to use for attendees to record their personal reflections. We've used physical sticky notes stuck onto walls and virtual sticky notes on a virtual white board. Select the option that will work best for your team while making sure it will be easy to move those reflections around so you can group them together during the next activity – the group synthesis.



During the insights synthesis exercise, each attendee will share their insights with the rest of the attendees. All insights (on sticky notes) will be grouped by themes on a whiteboard (physical or virtual), so the story of what the team learned together emerges. This activity is the bridge between the advisor interviews and design ideation. Synthesis allows the team to process their learnings and thoughts into a coherent story, so that they can move forward together to solve accessibility problems.

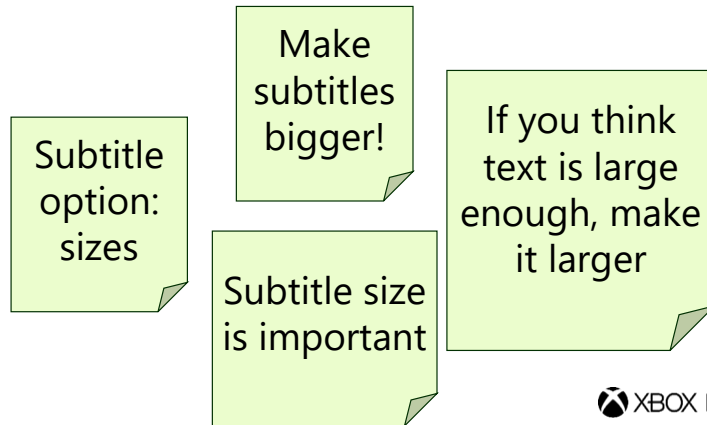
To begin the synthesis process, an individual attendee will read out one of their sticky notes. After reading their sticky note out loud, the attendee will need to move their sticky note to a group white board. Then the group will pause for a minute or less so that any attendee with a sticky note that thematically belongs with the one that was just shared, can move their sticky note next to the shared sticky note. For example, if an attendee shares a sticky note that says, “Make subtitle text bigger!” and moves their sticky note to the group board, other attendees with sticky notes related to subtitles or larger text could move their sticky notes next to the one that was just shared. Please refer to a visualization of this example on the next page.

In this way, the attendees will organize their insights into thematically related groups. The team is free to discuss insights and themes to create groupings that make sense to them. As attendees share their insights and form groupings, they will also name the groupings as they occur, writing the names above the sticky note groupings. The labels should be relatively short – a word or phrase. Sometimes at this stage attendees realize some groupings are too big or nebulous, or have too many tangentially related concepts, and will split them up – this is ok, but there is no need to dwell on a perfect name or perfect grouping. Accessibility is an interrelated constellation of problems so it's ok to go forward with broad themes that make sense to the team.



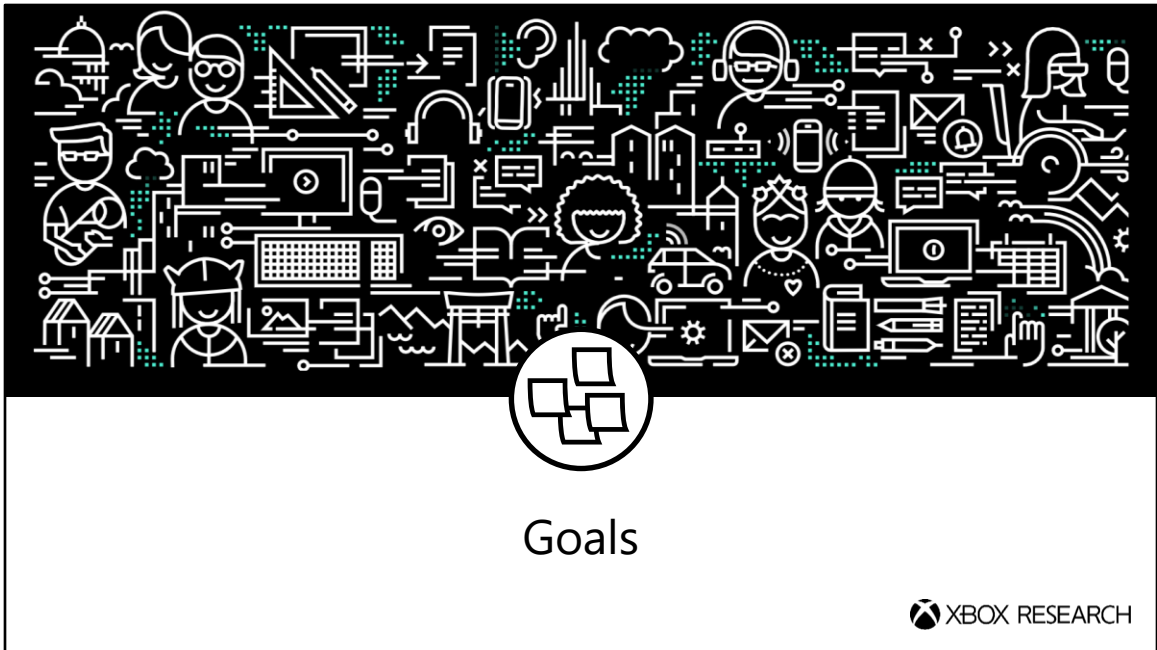
Example sticky note grouping

Large Text and Subtitles



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Visualization of sticky note grouping with four sticky notes and the name, “Large Text and Subtitles”.



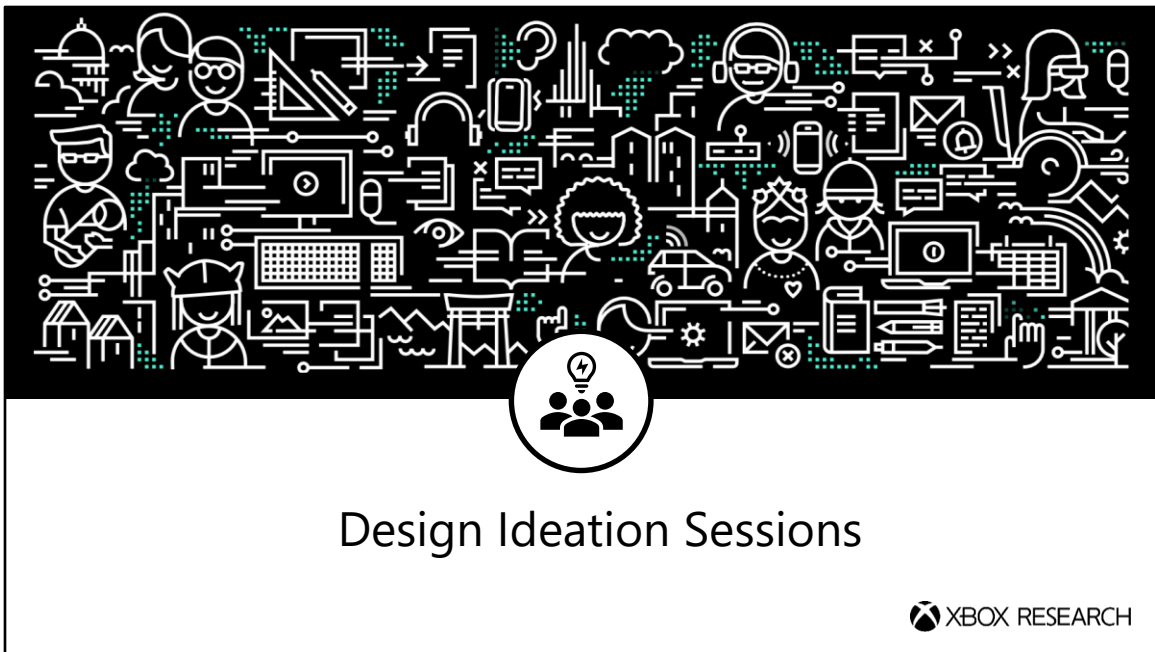
Once attendees have finished moving all their insights to the white board and grouping them, it is time to discuss the team's accessibility goals. It is a good idea to get a volunteer to take notes during the discussion. We have listed two of the questions we use to generate team goal discussion below, but feel free to modify for your own team as needed.

Discussion questions:

1. Looking over the accessibility insights you identified on the board, what inclusive design opportunities are you most excited about?
2. What do you think are the biggest accessibility risks for your game? Who do you think you are most likely to unintentionally exclude from your experiences?

Write or project the questions so that all attendees can see them as they discuss. If possible, consider projecting the note taking as well, as this can inspire further discussion and can be helpful for attendees who need information presented visually. Attendees should be encouraged to consider how to implement accessibility solutions through ways that best fit their workstreams.

For example, some already existing debug tools or features may make excellent accessibility features.



The Design Ideation Sessions are where the attendees get back into their small groups to design solutions addressing some of the accessibility mismatches they learned about during the interviews and discussed during the larger group insights synthesis activity. We have included sample "Design Ideation Sheets" on the next two pages to get you started. Note that ideation can be done using a variety of tools, so consider what design ideation tool may work best for your team (e.g., pen and paper, power point, a virtual whiteboard, etc.).

We recommend that each small group generate at least three different ideas, but it's up to the group whether they want to go deep on those three ideas or think of more. Additionally, some groups choose to work on each idea as a group, while others choose to discuss some ideas as a group and then work individually on outlining details for each idea. With a variety of attendees from different areas of development, we recommend building in flexibility and allowing the small groups to organize in the way that works best for them.

Name your feature

Visualize your feature

Describe your feature

PRIORITIZATION

Best bets: lots of impact, and seems doable

Moonshots: lots of impact, but hard to do

Low-hanging fruit: not quite as much impact, but can be done with very little effort

Who will be impacted by this feature?

Visual

Cognitive

Auditory

Mobility

Extend to many: Who else might benefit from this feature?

This is a blank sample design ideation sheet. The sheet includes spaces to name, draw, and describe the idea; a prioritization chart to categorize the idea as a "best bet", "moonshot", "low hanging fruit" or somewhere in-between; and two areas for groups to identify who the feature is most likely to impact across the four disability categories and extending into others who might benefit from the idea. We have provided an example of what the sheet looks like filled out on the next page.

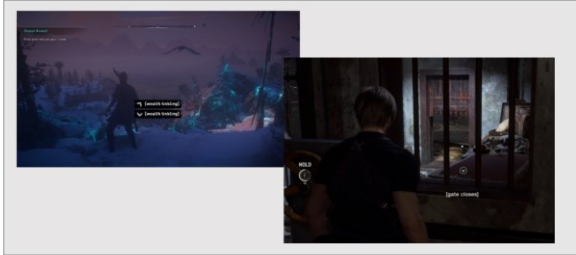
For the prioritization chart, ask attendees to mark where they think their idea lands on the chart with a small icon or a hand-written 'X'. For the section that asks, "Who will be impacted by this feature?" ask attendees to circle the groups they think will be impacted.

You are welcome to use this ideation sheet as is, modify this one to best meet your team's needs, or use your own ideation sheet if you have one already that your team uses.

Name your feature

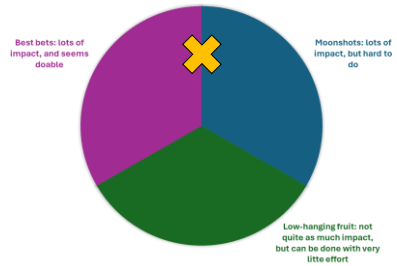
Captions

Visualize your feature



Describe your feature

Text displayed that describes important sounds in the game such as a phone ringing off screen or characters rustling through leaves ahead of the player character.



Who will be impacted by this feature?

Visual

Cognitive

Auditory

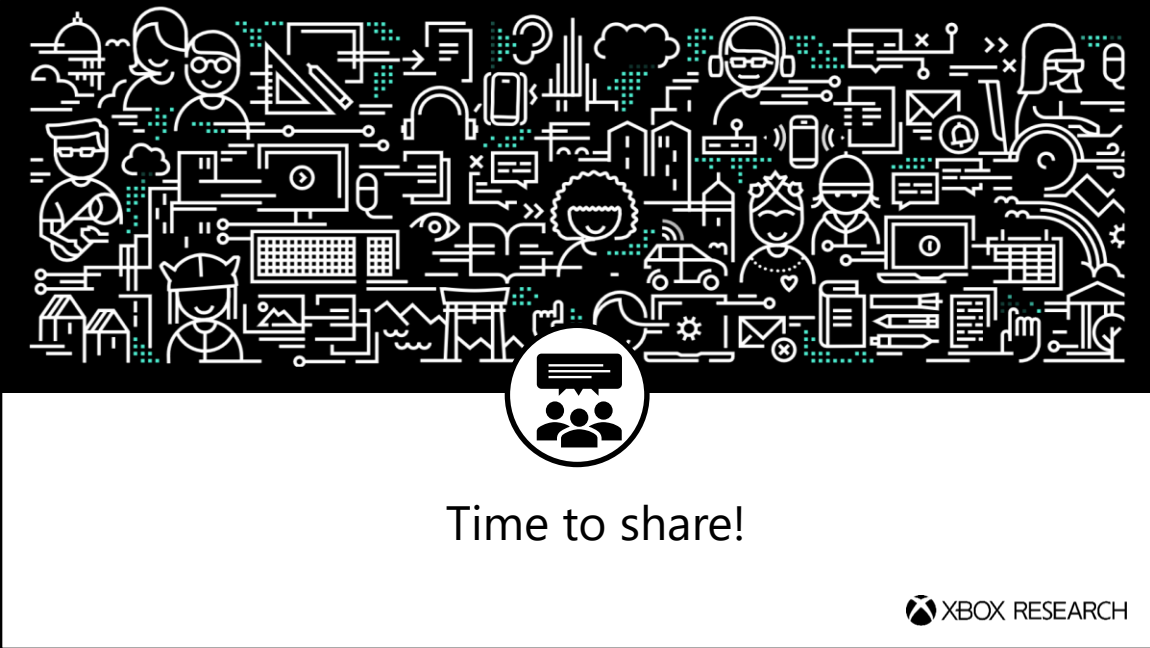
Mobility

Extend to many: Who else might benefit from this feature?

Also helps folks in loud environments who can't hear the audio or those who are distracted and might have missed the audio.

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This is an example of the ideation sheet filled out for a group who has generated the idea of “captions” for their game. In this example, the idea is named, “Captions”, there are screenshots to demonstrate what the captions might look like, and the idea of captions has been described in the text box at the bottom. Additionally, this example group feels that captions for their game is somewhere between a "best bet" and "moonshot", doable but not easy to accomplish and believe that they will impact the experiences of people with auditory and cognitive disabilities as well as helping people in loud environments or those who missed audio due to distractions.



Time to share!

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This is the final part of the ideation portion of the workshop. Ask everyone to get back together as a larger group to share their ideas and learn about what others have designed. This is also a time to consider how to prioritize accessible design solution and discuss how to move forward with accessibility as a team.

During the share out, ask each small group to read out and briefly discuss the design ideas they generated. If there is time afterward, consider spending some time collectively thinking through prioritization of the design solutions by using each group's categorization of their design ideas. It can be particularly helpful to discuss ideas that two small groups each came up with but categorized differently. For example, if two groups generate the idea of captions, but one group categorizes the idea as a 'moon-shot' and the other thinks it's a 'best bet', it can be very enlightening to hear why the two groups feel differently about the same idea. These discussion often reveal barriers not only for accessible design ideation but for overall procedural efficiency across

the team.



Resources and Next Steps

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This part of the workshop is intended to be a wind down. This is a great time to discuss what individualized next steps your team may want to take as a studio. A good exercise to consider at this point is for everyone to choose one next step from the following pages to commit to before ending the workshop.



Learn more about game accessibility

Here are some Xbox resources to get you started, but we encourage you to find other sources of game accessibility information as well.

[Gaming for Everyone's Product Inclusion Resource Hub](#)

[Gaming Accessibility Fundamentals Learning Path](#)

[Gaming and Disability Player Experience Guide](#)

[Microsoft Inclusive Design](#)

[Microsoft enable video series on YouTube](#)

In addition, consider watching presentations about game accessibility by players and developers with disabilities. We have included a list of conferences to search below.

[Game Accessibility Conference \(YouTube\)](#)

[Games User Research Summit](#)

[Game Developers Conference](#)





Make a plan and work with the community

There are a few game accessibility guidelines available for developers. We recommend checking out all of them to see which one or combination of guidelines fits your team's needs best. We've included a link to the Xbox accessibility guidelines below to help get you started.

[Xbox Accessibility Guidelines](#)

When designing accessible experiences, remember the inclusive design principle of "learning from diversity" and make sure to engage the gaming and disability community for feedback and information about people's lived experiences. Check out the resources below for more ideas on how to engage with players with disabilities.

[Gaming Accessibility Fundamentals Learning Path: Community Collaboration module](#)

[Gaming for Everyone's: Co-create with Community](#)





Thank you!

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