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06 - Conclusion

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So that is it for this course for Game Accessibility. I want to thank you for following along with this course. I hope you at least learned some really cool things about accessibility and gaming in regards to just even specifics of how sort of accessibility works within games and within hardware. And a little bit about the history of accessibility in the gaming industry. I do want to be able to touch on one thing in conclusion, that I hadn't really had a chance to sort of talk about and that is in regards to just overall options when it comes to accessibility. We generally talk about accessibility when it comes to settings and options you're going to enable or allow a player to build a customize based on their sort of ability or their comfortability or enjoyment for a game. But, we don't necessarily want to be able to kind of pigeon-hole accessibility to just settings or just options. The best way, the best way I can describe this within the industry is that all settings are accessibility. Accessibility is for all people. I think I've probably mentioned this in the intro already but I do, if I did I apologize, I've recorded a lot, but if I did I'll reiterate, if I didn't I want to be able to explain. When you provide as many

options as you can for a player, regardless of whether or not they have a disability essentially, that allows the setting, that option allows the player to basically play the game more comfortably or to their sort of enjoyment and comfort level. Whether that's inverting controls, turning on larger text, enabling subtitles, all of those combined are basically are all accessibility options. All settings are accessibility. So when you're developing a game and you're looking at a game from an accessibility standpoint, yes an accessibility menu is cool because then it leads to be able to see what is available for specifically for disabilities, for people with disabilities, but when you look into any other settings menu, the more customization that a developer can give a player, is accessibility for them, it doesn't matter if they have a disability or not, that allows... Those settings allow a player to be able to play the game that is best suited for them. and then also as well, you also don't want to design an accessibility based on just options or settings alone. Accessibility also comes in a part of the gameplay. When you're designing a game from the very beginning to be accessible, you have to sort of think of how a player is going to be interacting with that game. And you can either make it as part of the gameplay with behind the scenes using AI or whichever, to be able to make it so that as many people can be able to play this particular section of the game, but then also providing options and settings that they can be

able to customize that even further, makes -- really does make the game more accessible. So, a game can't be accessible by options alone. You have to design accessibility to be, you have to design a game to be accessible from the very beginning. That's part of overall game design. You can't just pigeon-hole it to just settings. You have to sort of think about it from a design standpoint. Accessibility is design. Designing a game, you want to be able to have as many people as possible to be able to play it, want to be able to have accessibility as part of the entire process to allow not only players that doesn't have, that don't have a disability to play and enjoy their game, but also being able to allow the player to customize it if they do have a disability. That is why the Last of Us Part Two does this extremely well. They were able to create a game that not only is fun and enjoyable to play that rides a really amazing AAA gaming experience, that is on par with all of the games that Naughty Dog or Sony has been able to produce from their, on their platform, but also provided an amazing accessible experience. They took the time to not only design a great game, but they also designed a great game with accessibility in mind. The Last of Us Part two should be seen as a great example for studios to try to build to copy or duplicate what they, the process of what they did to be able to make their games accessible. By starting with accessibility from the very beginning of the process. Having the higher-ups of

the studio be on board with accessibility from the beginning. Having consultants provide and play your feedback to provide that particular feedback for a particular option or particular gameplay from different types of accessibility. So you want to be able to bring in consultants that are subject matter experts in visual disability, or in motor disability, or in deaf or hard of hearing disability, and you generally want to bring in players or consultants that have that disability because that allows the developers to rely on day-to-day in-person experience of how play, of what that player has to deal with on a day-to-day basis and apply that into like, okay, what is it that I would need to play this game? So for example, myself, generally I kind of fit into the low vision sort of category when it comes to disability. I can provide like ideas and feedback based on my own personal experience of what I need to be able to play a game and that is what The Last of Us was able to do really well was they provided not only they actually allowed myself to be able to come in to be able to provide that feedback but they also had other consultants with them to be able to provide as much feedback as possible to cover the spectrum of disability as much as possible. So, now with regards to Last of Us, and that has already been out there in the industry, again, when it comes to accessibility, The Last of Us didn't, wasn't the end of accessibility, that was the, okay, we've reached that goal great, we've done it. This is just, that was

just the end of the beginning, we've been trying to get studios to be able to adopt accessibility fully and now we have a great example of that and now we want to be able to see other studios and other developers emulate, duplicate, or and then innovate accessibility. Because we also don't want to be able to regulate accessibility. We don't want to have the, like yes, we want to have a standard of accessibility like, okay, it would be great having these standard options across the board and a lot of the guidelines that I already talked about in this particular course are guidelines in that sense. This is not meant to be a check box. Okay, I've checked all these things off, I'm good, I'm accessible. We want to be able to encourage creativity and innovation to move so that five to 10 years from now we'll look back on The Last of Us Part Two as being yes a great moment in accessibility but being like we have come so far since The Last of Us Part Two that we've even made games even more accessible to a player. So, I want to be able to encourage you that accessibility is important, accessibility is human, accessibility is more than just options. And the more options you provide a player, the better and then essentially you're designing for everyone. Generally in the industry we've kind of adopted the saying that Microsoft is kind of sort of champion, is that when everybody plays we all win. That goes beyond the definition of accessibility when it comes to video games. When everybody has the equal access

to be able to play a game, then that means that everyone can be able to play and play together, and we could all win. Thank you so very much for following along on this course. Again, I hope you learned quite a bit. If you want to be able to follow me, you can follow me at Steve Saylor on Twitter. If you have any questions about accessibility please feel free to reach out to me and if there's any questions I can't answer, I will I can definitely put you in touch with some people who can be able to answer that question for you, at least be able to suggest, to be able to talk to, if you're curious about more accessibility again, take a look at the resources that are available in this course, to learn more and to be able to expand more information and education about accessibility, and if you want to be able to follow along with me again, on Twitter @Stevesaylor, or on YouTube, YouTube.com/snowball or on Twitch I do stream live, Twitch.tv/blindgamersteve. Thank you so very much, I want to thank those at Humber who have allowed me to create this course for you, and I want to thank them for allowing sort of the freedom to create this course. Without them I would not have been able to kind of create this particular video sort of course for you and thank you so very much. I hope to be able to see you online playing games and I'm looking forward to being able see what you're able develop if you're a developer. Or if you're encouraged about accessibility, I hope you're going to be able to jump into the community

because we're an amazing community and if you want to learn more please feel free to ask us. We're more than willing to be able to answer. Thank you so very much, and yeah, hopefully I'll be able to see you online. Take care, have a great one, bye bye.

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