



Video Game Accessibility Resources

Dev Resources

Accessible Games

Provides standards from the AbleGamers Foundation for making games accessible to people with visual, physical, auditory, and cognitive disabilities.

Ian Hamilton

Helps studios avoid excluding gamers with disabilities. Author collaborated with NLS to add and expand on resources in this publication.

Game Accessibility Guidelines

Offers examples and advice on how to structure video games for people with disabilities. Developed by gaming studios and academics.

International Game Developers Association: Game Accessibility Special Interest Group

Brings together developers with an interest in game accessibility, acts as a resource for them, and educates and collaborates with them to make more video games accessible.

Level Access

Offers a free white paper, webinar, and other information on creating accessible video games, in partnership with AbleGamers.

OneSwitch

Offers ideas on ways to use adaptive switches to make gaming consoles more accessible.

Smash Clay

Audio engineer advises people who want to add audio to their games to make them accessible.

Get APX Certified

Become a Certified APX Practitioner (CAPXP) and master player-centric accessible design.

Dev Toolkit

The 'SpecialEffect DevKit' is a new resource, created by SpecialEffect, for game developers who are looking to improve the motor accessibility of their game for players.

Controllers/Adaptable Equipment

AbleGamers

Modifies and adapts controllers for gamers with disabilities and raises awareness of the importance of accessibility within the gaming community. Publishes articles on trends in accessible gaming and presents at gaming conferences. A nonprofit organization that does not charge for its services.

Ben Heck

Modifies Xbox controllers so they can be used with one hand.

Broadened Horizons

Sells independent-living products for people with disabilities, including game controllers and consoles with sip-n-puff inputs that allow users with severe mobility impairments to interact with the game environment.

The Controller Project

Modifies game controllers to fit the unique needs of people with physical disabilities.

Game Box Controllers

Adapts PlayStation and Xbox game controllers and switches for people with severe disabilities who cannot operate a standard handheld device.

SpecialEffect

Matches players with disabilities with adaptive gaming consoles.

Titan One

Produces software that allows users—including those with limited functions in their extremities—to convert their game controllers into fully compatible game consoles without violating the warranty of the original controller.

Warfighter Engaged

Volunteer-operated organization modifies devices, including video game controllers, to meet the specific needs of military service members with disabilities.