



# Global Game Jam Accessibility Challenge

Informational Packet

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# Information

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The Game Accessibility Challenge is a competition sponsored by the International Game Developers Association Game Accessibility Special Interest Group (IGDA GA SIG) as part of Global Game Jam. The goal of this competition is to raise awareness of features and design choices that can be implemented to improve the gaming experience for gamers with disabilities.

Participation in the competition is completely voluntary and as easy as filling out a simple score sheet. It is not expected that any of the entries received will implement all the requested features. The competition is more about raising awareness and general education on game accessibility.

# The Rules

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All entries must be games that were completed as part of this year's Global Game Jam, and must be uploaded to the Global Game Jam website.

All entries and score sheets must be received no later than one week after the completion of Global Game Jam.

Each entry should fill out an entry form and score sheet.

The score sheet must be filled out truthfully. Any score sheets that have been found to contain fraudulent information will be disqualified.

All participants agree to have their game and names used and/or referenced during IGDA GA SIG business involving Global Game Jam.

## The Prizes

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All participating Game Jammers will receive a certificate of participation.

Local chapter winners, the teams with the highest scores in their chapter, will receive personalized certificates of merit, as well as being highlighted in on the IGDA GA SIG's website and emailing list.

The grand prize winners, the team with the highest score out of all teams entered from all chapters, will receive personalized certificates of merit, as well as an article exclusively devoted to their game and it's development on the IGDA GA SIG website and emailing list, as well as being highlighted at the IGDA GA SIG meeting at the Game Developers Conference (GDC). Grand prize winners may also be highlighted in the IGDA Perspectives Newsletters and receive their awards at their local IGDA chapter meeting, although this is not guaranteed and depends on the location of winning team, their local chapters, and local SIG representatives.

## Scoring

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All accessibility features on the score sheet are assigned a point value. Features that are the most beneficial or affect a larger number of gamers have a greater point value. Scores are percentage based on how many accessibility feature points a team has earned compared to the number of points available to their title. This prevents penalties that may arise from features that don't apply to every title. For example, a game with no voice over will not be penalized for not having subtitles. Half credit for features is possible, and is left to the discretion of local IGDA GA SIG representatives and/or the IGDA GA SIG Chairperson.

Additionally, there are bonus features that are not counted towards the number of points available for title. They are meant for teams that go above and beyond, and only help scores and do not count against teams if they are not implemented.

## Filling out the Score Sheet

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The score sheet contains a brief description of each trait that implemented and their point value, and then a series of check boxes. Participants should indicate if their game has the feature, does not have the feature, or if the feature is not applicable to their game.

If the team's game does have the feature, a brief explanation on how the team implemented the feature and/or accomplished the goal of the feature should be included. If the trait was not applicable, a brief explanation on why the feature was not applicable should be included. For example "This title did not have voice over, therefore subtitles did not apply."

All score sheets will be reviewed by local IGDA GA SIG representatives and/or the IGDA GA SIG Chairperson.

All scores sheets should be emailed to local IGDA GA SIG representatives and the IGDA GA SIG Chairperson, Tara Voelker, at [ttefertilizer@igda-gasig.org](mailto:ttefertilizer@igda-gasig.org) with the subject of "Global Game Jam Accessibility Challenge Entry – (Game Name Here)."



# The Features

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The following are the list of features that are recommended for implementation in titles during Global Game Jam. This list is based of the IGDA GA SIG Top 10 Accessibility Features list, which was recently adopted by Film Victoria as their accessibility guidelines for grant applications.

## Controls

### Remaple Controls – 10 points

- Application: All titles
- Description: Offer players freedom in repositioning controls (also known as remapping controls, or reconfiguring controls) to suit them and their possibly non-standard controller.
- Accomplishment: Allows players to set controls up in a way that works for them, and their range or speed of movement.
- Test: Does your title allow the player set the button mapping of each action possible in game?

### Bonus Option – Additional control personalization - 3 Points

Where relevant, allow adjustment of control sensitivity, y and x axis inversion and provide left-handed/south-paw modes. Ideally allow for a controller profile to be conveniently saved and accessed.

### Bonus Option – One Button Mode - 5 Points

If possible, have the option to play the title using only 1 button or have the gameplay be one button default. Mouse movement and mouse clicking do not count as one button.

### Bonus Option – Alternative controller Support - 3 Points

If possible, allow the player the way they interact with the game, whether it be via controller, keyboard, or mouse.

### Bonus Option - Make starting the game simple – 4 Points

Allow the player to start the game with a single input.

## Audio

### Subtitles – 10 Points

- Application: All titles in which speech is being used to give information about gameplay
- Description: Using text to capture all spoken words and important information on screen so that the information can still be obtained if the title cannot be heard
- Accomplishment: Allowing deaf gamers or gamers with other hearing disabilities to fully engage the title.
- Test: Play the title on mute. Is there any information that is being missed that would have been received if audio were on?

### Bonus Option – Sound alternatives – 5 Points

Use sound alternatives such as closed captions, controller vibration and visual queues to provide or reinforce information to the player that may be lost when audio cannot be heard. Examples include direction of damage indicators, controller vibration when taking damage, or other screen elements.

### Bonus Option – Volume Adjustments – 2 Points

Provide separate volume controls for music, sound effects and dialogue where applicable.

## Visuals

### Color Blind Friendly – 10 Points

- Application: All titles, Titles providing information to the player via color state
- Description: Avoid color combinations that are hard or impossible for the color blind to distinguish (e.g. red on grey or green, blue on yellow) and/or offer alternative ways to convey meaning than color alone.
- Accomplishment: Allows those that are color blind to have access to all information being outputted by the title.
- Test: Does your title display information based on any object based on its color? For example, something good is green and something bad is red? If no, this feature is being used correctly. If yes, is this the only way this information is conveyed? If no, this feature is being used correctly. If yes, reference a color chart that displays colors as a colorblind person may see them. Do the colors appear to be the same on the color chart? If no, the title is using this feature correctly.

### Bonus Option - High Visibility Graphics – 7 Points

Provide high contrast color schemes or have it available as an option if not default. Ensure that all objects that are required to be distinguishable have sufficiently high contrast - either by difference in brightness, or using outlines. If this would interfere with the art direction then it can be allowed as an option rather than the default. Allow Turning off or dimming backgrounds 2D games.



## Difficulty and Learning

### Difficulty and/or speed adjustment options – 10 Points

Provide broad difficulty level and/or speed adjustment where applicable.

- Application: All titles
- Description: Allow the players to choose from a very broad range of difficulties and speed, while understanding that for some players there is no such thing as too easy or too slow.
- Accomplishment: People can benefit from slower and easier versions by adjusting the game to tailor to their abilities and do not restrict a player's game choices because a title is too difficult or frustrating for them.
- Test: Does your game allow for these settings to be changed? If yes, can the title be adjusted to a mode where it is very hard to fail or lose?

### Practice, training, free-roaming and/or tutorial modes – 5 Points

- Application: All Titles
- Description: Offer a mode where the player is able to engage the game without failing, or in a way that provides information on how to play the title to the player.
- Accomplishment: This helps with comprehension, controller adjustments, skill development, and also simply offer a fun way in for those struggling with the standard game.
- Test: Does your title have this feature? Is the player free to experiment and learn at his or her own pace?

### Bonus Option - No timing required - 5 points.

Allow players to play at their own pace, either through a game mechanic that doesn't require timing or allowing all inputs to be carried out while the game is paused.

## Awareness

### List accessibility features and game requirements – 10 Points

- Application: All titles
- Description: On the description on the Global Game Jam website, list the features that have been implemented the make this title accessible.
- Accomplishment: Gamers with disabilities are often frustrated because they remain unsure if they are going to able to play a title until they already purchased the title. List features upfront ensures gamers know if they can play a title before committing.
- Test: Are all accessibility features listed on the GGJ website.

On the description on the Global Game Jam website, list the features that have been implemented the make this title accessible.

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Additional information can be found on the IGDA GA SIG website, [igda-gasig.org](http://igda-gasig.org).

Any questions can be asked via the contact form on the IGDA GA SIG website, the GA SIG email list, the IGDA GA SIG Facebook Page, forums, or Twitter (which are all linked to via the webpage).