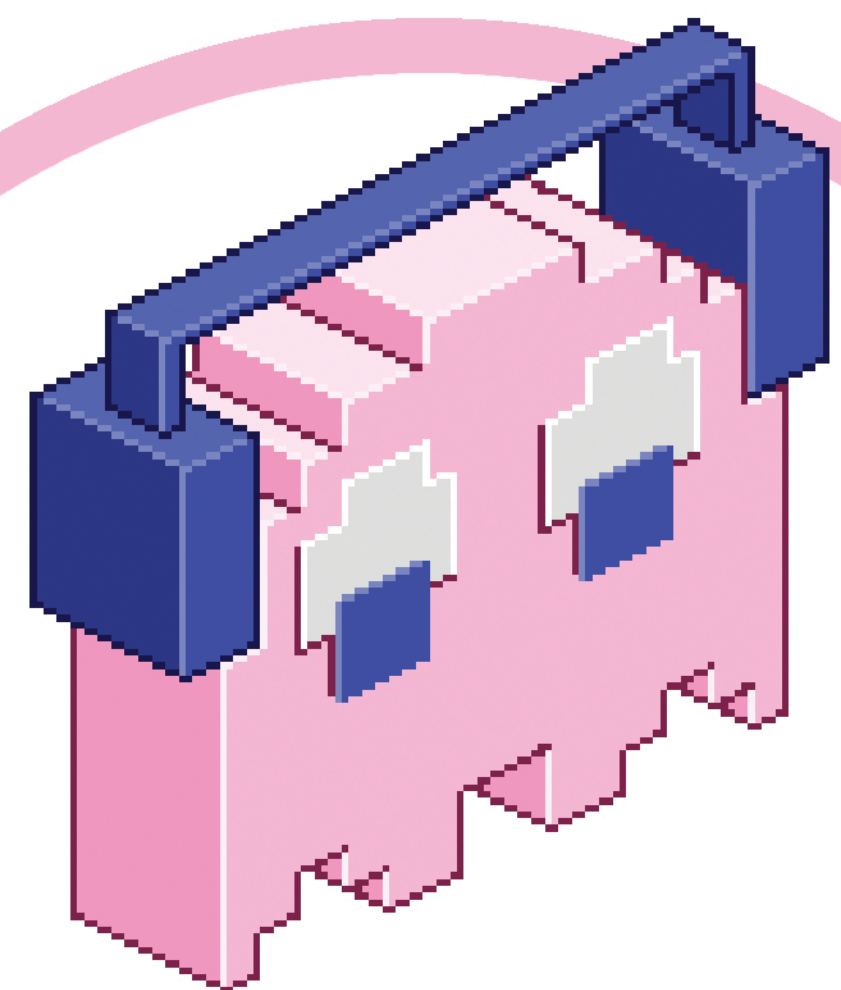


GAME ACCESSIBILITY

...BECAUSE EVERYONE WANTS TO SAVE THE UNIVERSE...

BETWEEN 10% AND 20% OF THE PEOPLE IN A COUNTRY DO NOT PLAY COMPUTER GAMES BECAUSE OF A DISABILITY. FORTUNATELY MANY GAMES CAN BE MADE MORE ACCESSIBLE WITH SIMPLE AND INEXPENSIVE ADJUSTMENTS.



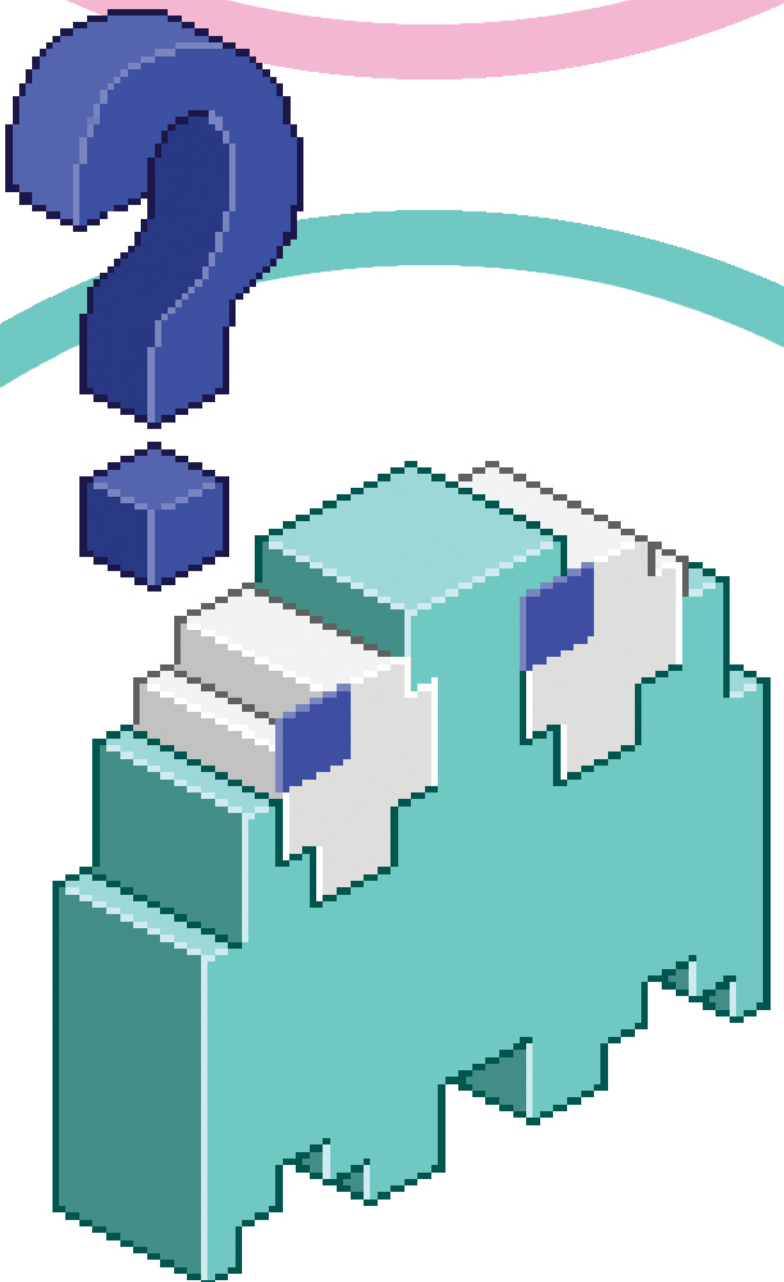
**DEAFNESS
HARD OF HEARING**

EFFECTS ON GAMING

- CANNOT GET AUDIO CUES SUCH AS SPEECH, FOOTSTEPS, GUN SHOTS, ETC.
- CANNOT FOLLOW CUTSCENES.

POSSIBLE SOLUTIONS

- PROVIDE CLOSED CAPTIONING.
- PROVIDE A "RADAR" STYLE SCREEN TO LOCALIZE SOUNDS.
- FLAG DANGEROUS OR IMPORTANT SITUATIONS AND EVENTS.



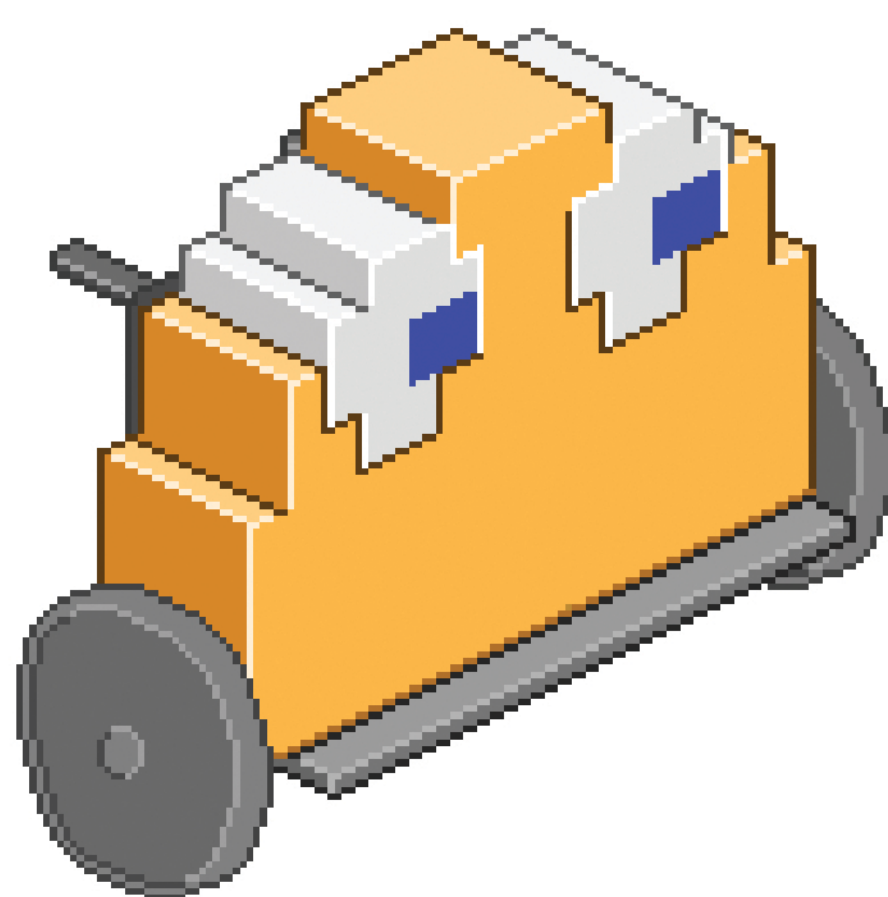
**LEARNING
DISABILITIES**

EFFECTS ON GAMING

- DIFFICULT TO READ OR UNDERSTAND THE MANUAL.
- DIFFICULT TO SOLVE SOME PUZZLES BECAUSE THEY REQUIRE MATHEMATICAL OR READING SKILLS.

POSSIBLE SOLUTIONS

- ADD A TUTORIAL MODE.
- EASY TO UNDERSTAND MANUALS.
- IN-GAME ADVISORS TO ASSIST A PLAYER.
- ALTERNATIVE SOLUTIONS FOR PUZZLES REQUIRING DIFFERENT SKILLS.



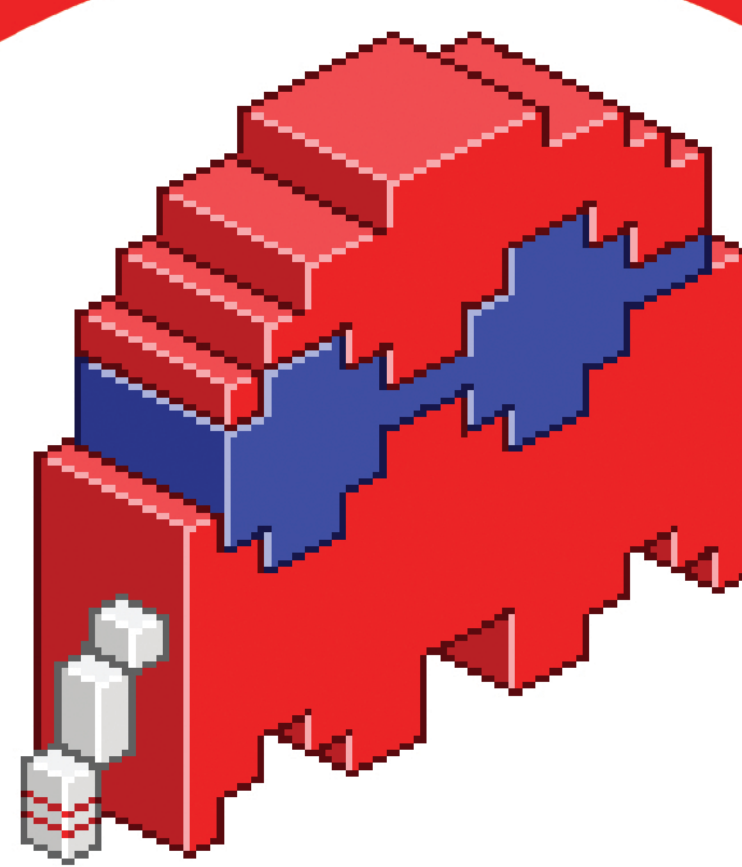
**MOTOR SKILLS
DISABILITIES**

EFFECTS ON GAMING

- CANNOT USE A STANDARD CONTROLLER EASILY OR AT ALL.
- SLOWER REACTION SPEED AND REFLEXES.

POSSIBLE SOLUTIONS

- SUPPORT ALTERNATIVE CONTROLLERS.
- SCALE DIFFICULTY LEVELS TO MAKE IT POSSIBLE TO SUPPORT STANDARD CONTROLLERS.
- ALLOW REMAPPING OF CONTROLS.
- PROVIDE CONTROL OVER GAME SPEED.
- PROVIDE ASSISTANCE IN THE GAME, SUCH AS AUTO-TARGETING, ETC.



**COLOR BLINDNESS
LOW VISION
BLINDNESS**

EFFECTS ON GAMING

- CANNOT SEE VISUALS ON THE SCREEN.
- CANNOT SEE VISUALS WITHOUT HIGH CONTRAST.
- CANNOT DISTINGUISH CERTAIN COLORS.
- CANNOT SEE SMALL VISUALS.
- CANNOT READ TEXT.

POSSIBLE SOLUTIONS

- PROVIDE AUDIO CUES ABOUT EVENTS, ITEMS AND CHARACTERS.
- ALLOW THE PLAYER TO CONTROL CONTRAST, BRIGHTNESS, COLOR SCHEMES AND FONT CHARACTERISTICS.
- PROVIDE AUDIO DESCRIPTIONS OR MAKE THE GAME USABLE WITH THIRD PARTY SCREEN READERS.
- ALLOW MAGNIFICATION OF VISUALS AND FONTS.