

Approaching **Accessibility** in Production: A Practical Mindset for Developers

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Consider this Accessibility
scenario...

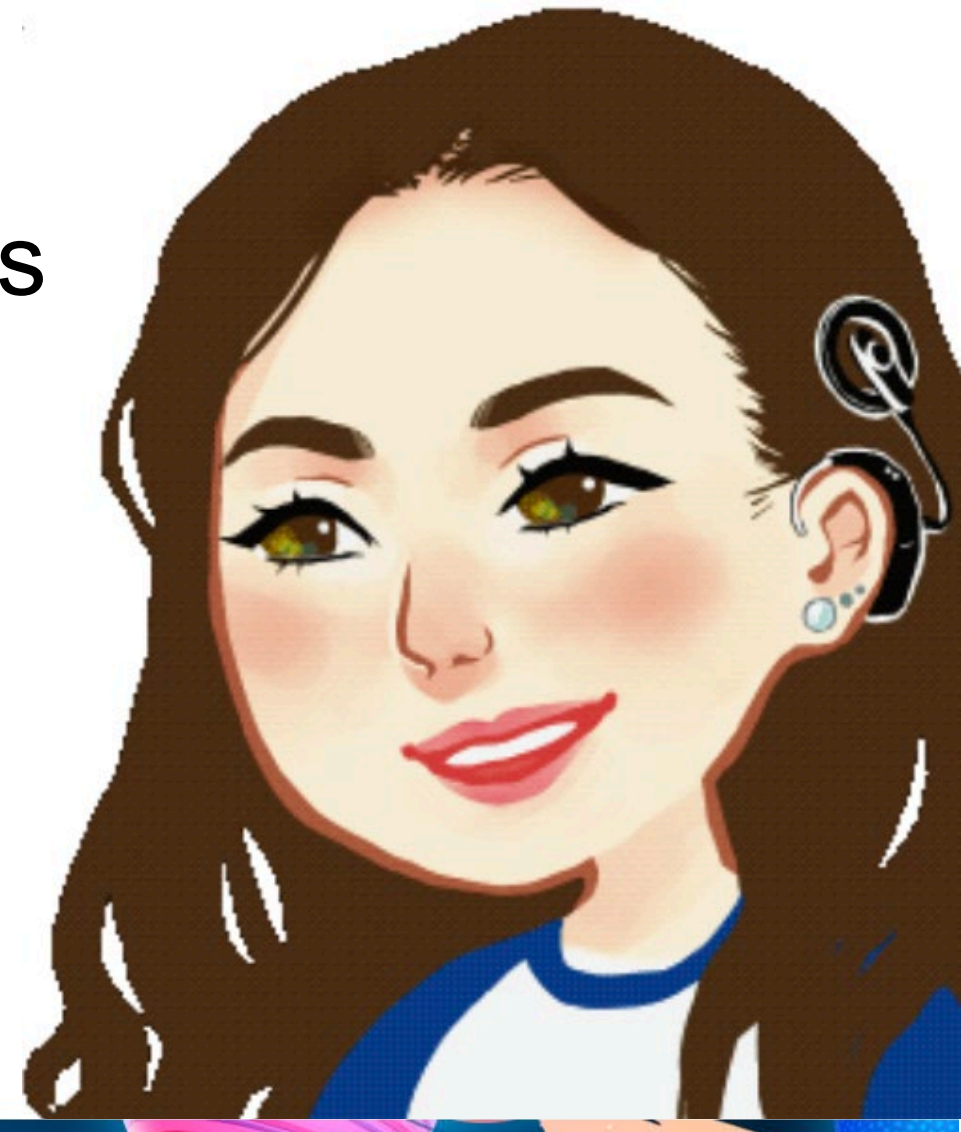
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Fundamental Alteration

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Outline

1. Define **Fundamental Alteration**.
2. Show how **Fundamental Alteration** is primarily used outside of games.
3. Apply **Fundamental Alteration** to four instances in games.
4. Conclude thoughts.



What is a **Fundamental Alteration**?

A **Fundamental Alteration** is a change that is so significant that it alters the essential nature of the goods, services, facilities, privileges, advantages, or accommodations offered.

How is a **Fundamental Alteration** used outside of the games industry?

- Origin: **Americans with Disabilities Act (ADA)**
- Ex. *Martin v. PGA Tour*
- Paradigm is applicable outside of the ADA

Would the accessibility feature
fundamentally alter the nature of
the video game?

First-person Shooters & Audio Cues





Fortnite (2020)



Fortnite (2020)



Hyper Scape (2020)

Difficulty & Assist Modes





Horizon Zero Dawn (2020) for the PC



Celeste (2018)



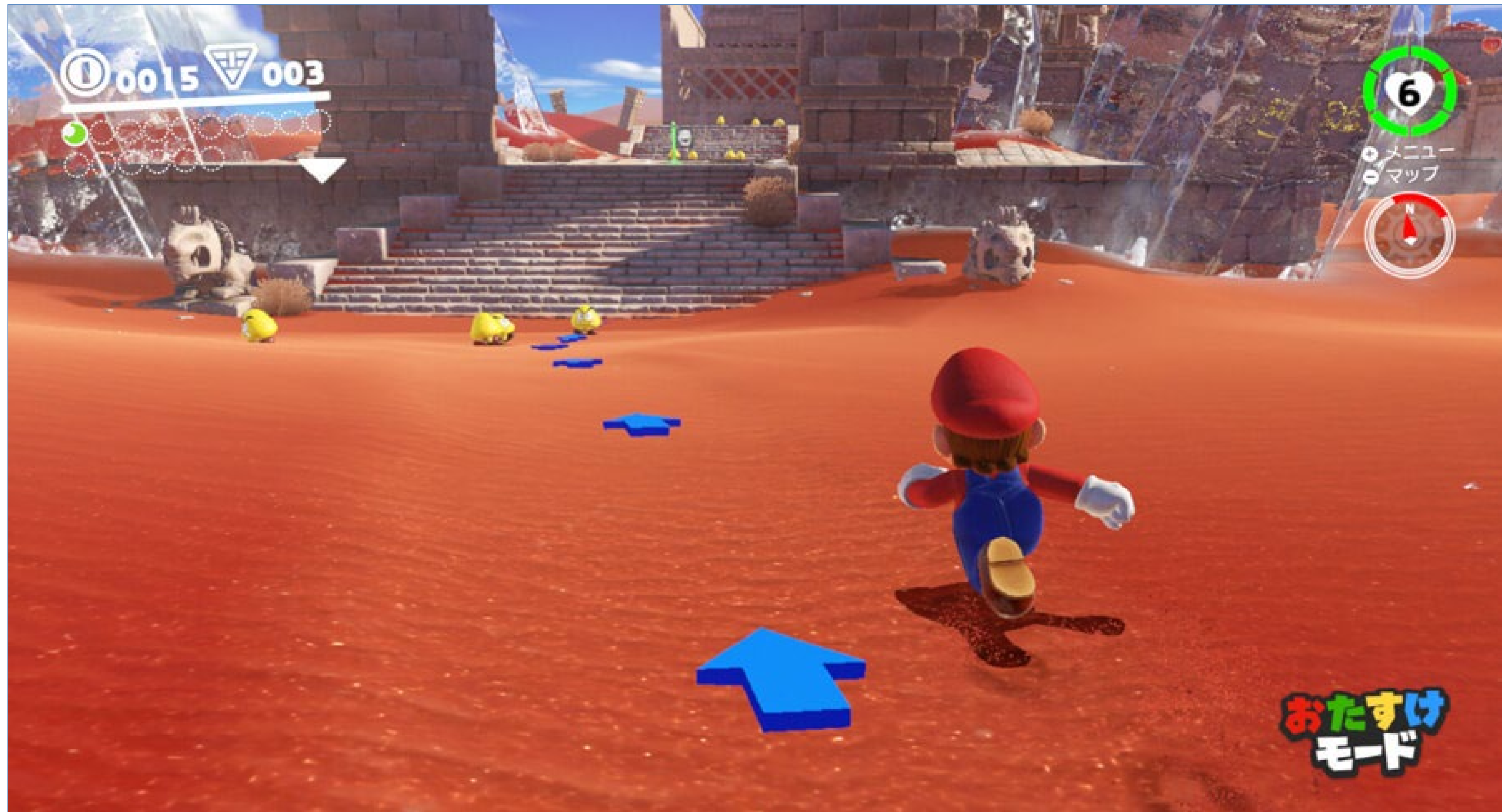
Hades (2018)

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Gameplay & Memorization



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Super Mario Odyssey (2017)



Red Dead Redemption 2 (2018)



Marvels' Spider-Man: Miles Morales (2020)

HUD, Hints, & Puzzle Solving





Immortals Fenyx Rising (2020)



Immortals Fenyx Rising (2020)



Room to Grow (2021)

Other instances
to consider...





Assassin's Creed Origins (2017)



SOMA (2015)



Sequence Storm (2019)

Key Questions...

“What are our games’ fundamentals?”

“Does adding accessibility truly alter the fundamental nature of the game?”

“If accessibility would affect the core components, is there any middle ground?”



Questions?



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WEBSITE
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Other great resources for you:
gameaccessibilityguidelines.com
gameaccessibilitynexus.com
caniplaythat.com



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