



# Accessibility Best Practices

Mobility  
Considerations

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# Statistics

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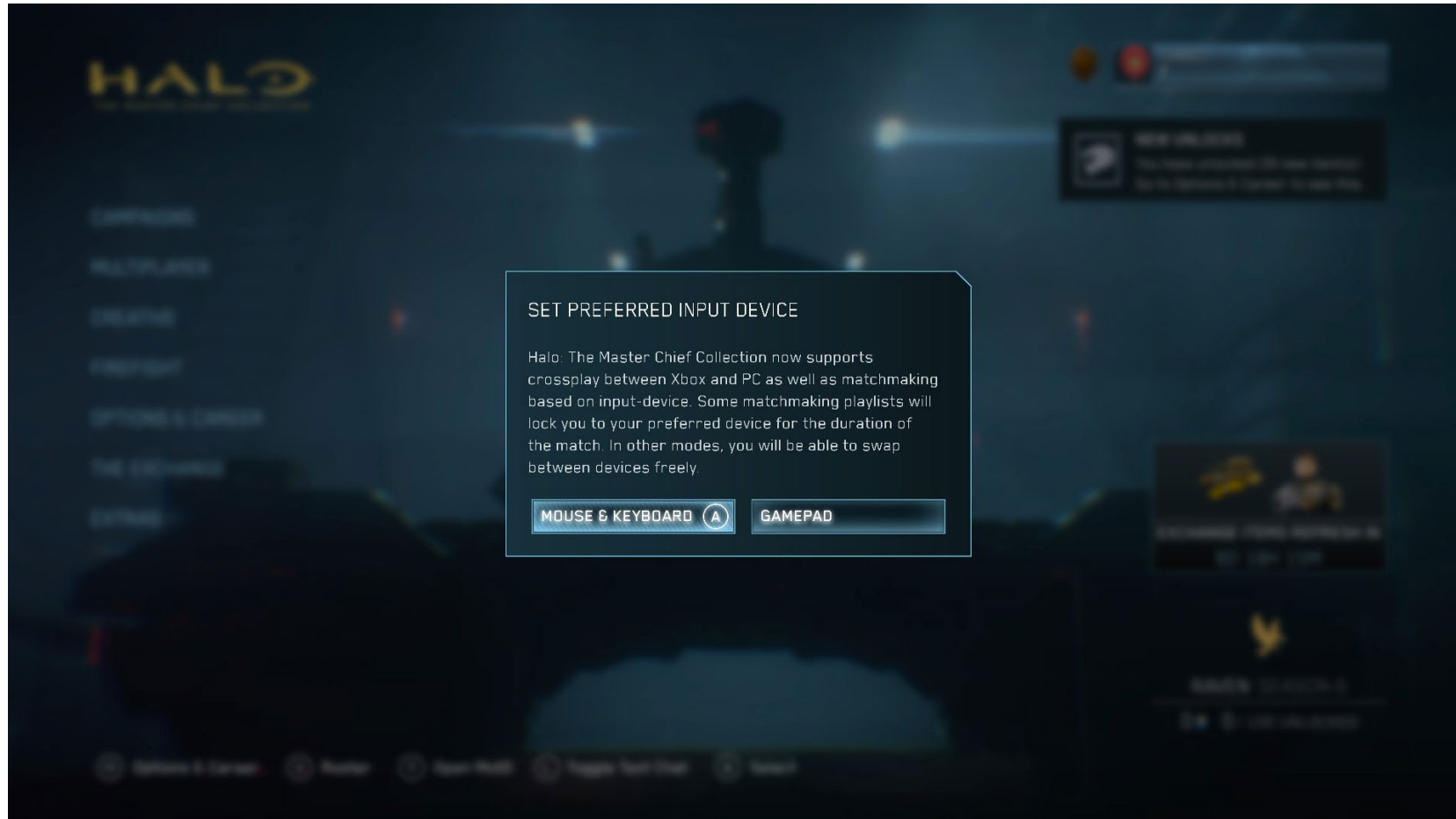
- 1 in 5 have at least one disability
- 1 in 4 who are 18+
- 2 in 5 by 65
- 1 in 2 by mid 70s

# Device Variety Helps Fit Needs

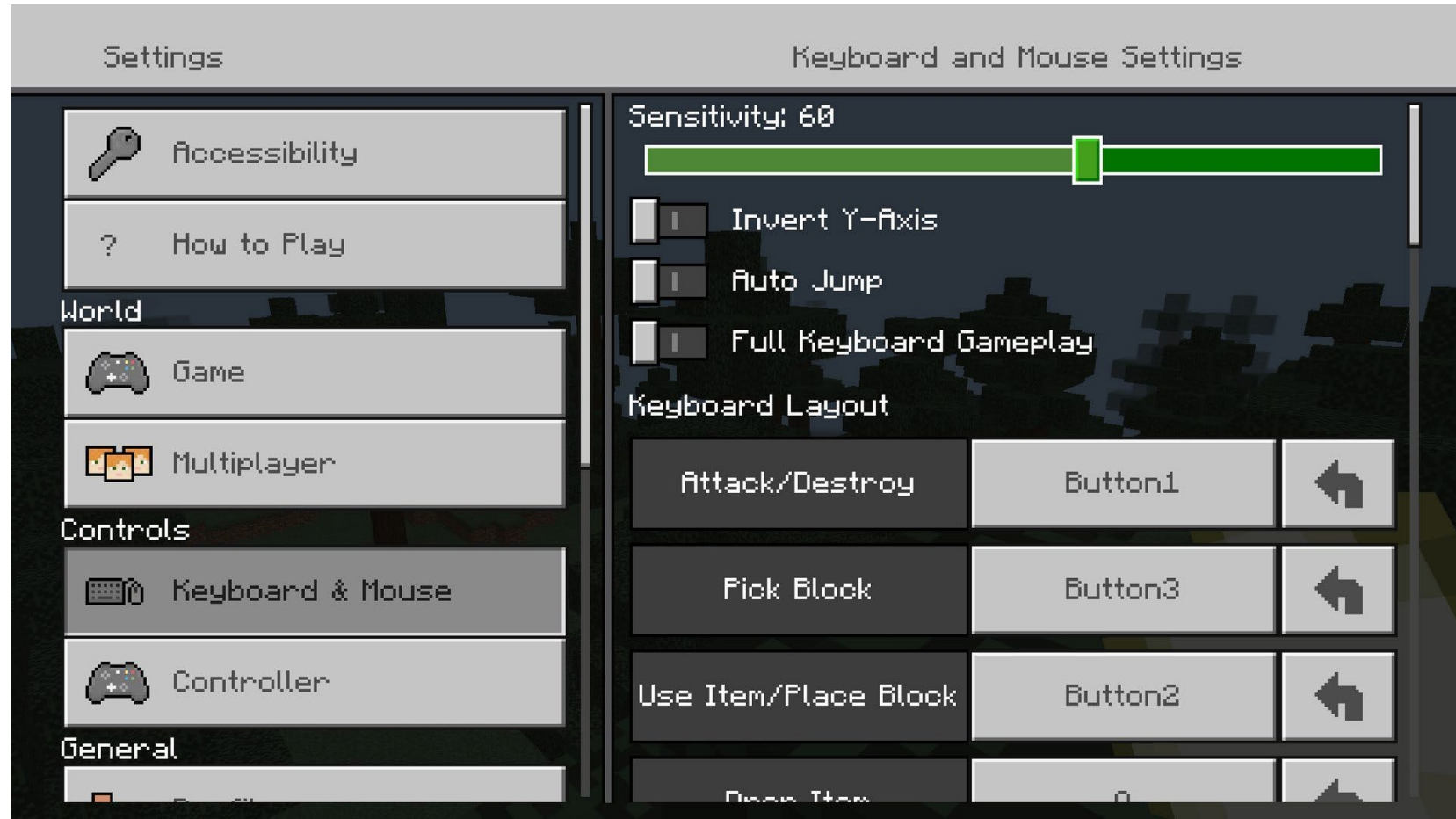
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# Some Console Games Have Keyboard and Mouse Support



# Support Both Single Device Use & Multiple Device Use



# Dead Zones Prevents Unwanted Input



# Analog Sensitivity Fits Multiple Needs



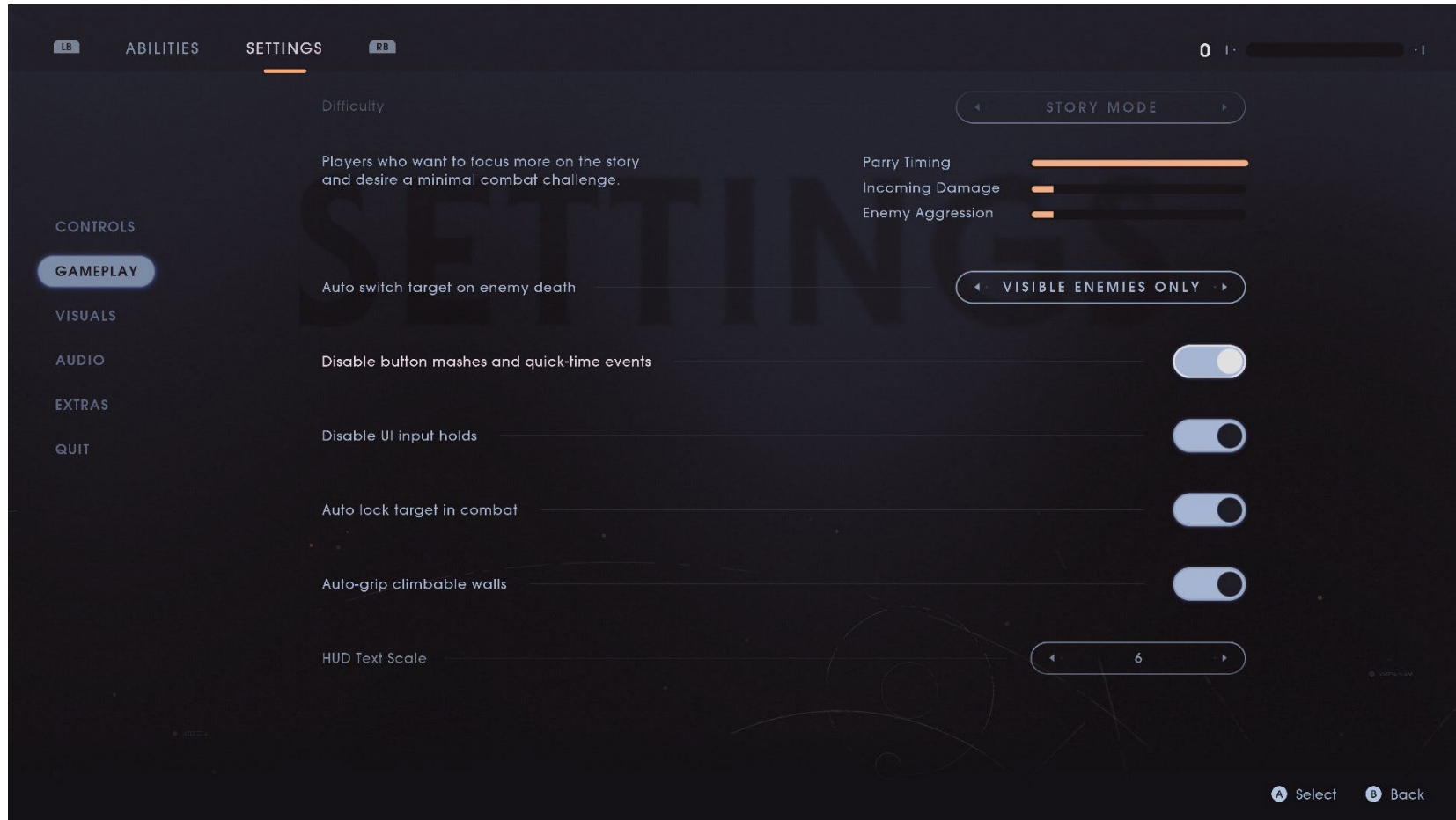
# Single Sticks



# Stick Flipping



# Toggle VS Hold VS Button Mash & Quick Time Events



# Auto-Grab Makes Jumping and Grabbing a Fence More Feasible

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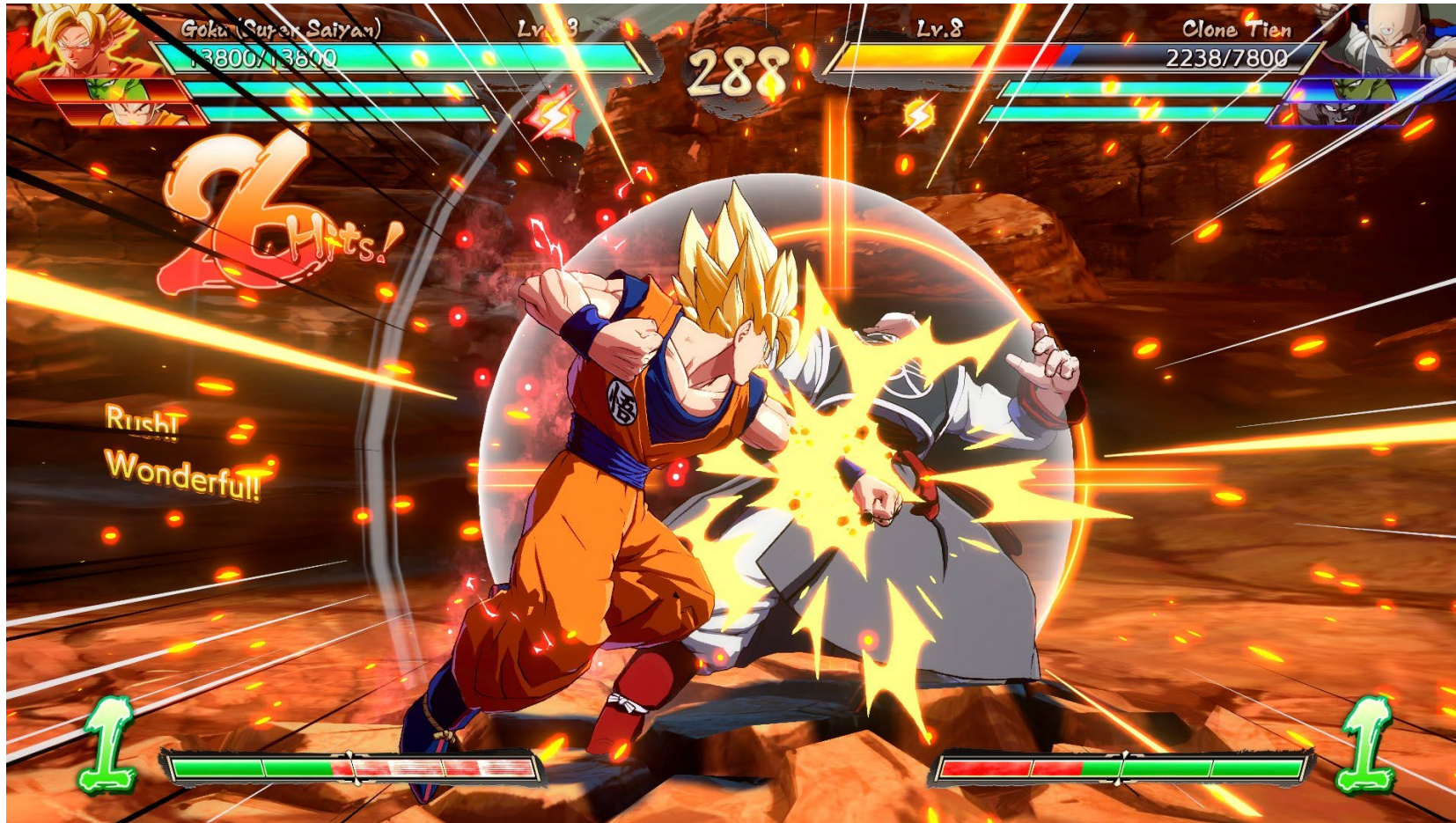
# Auto-Aim Reduces Need for Precision



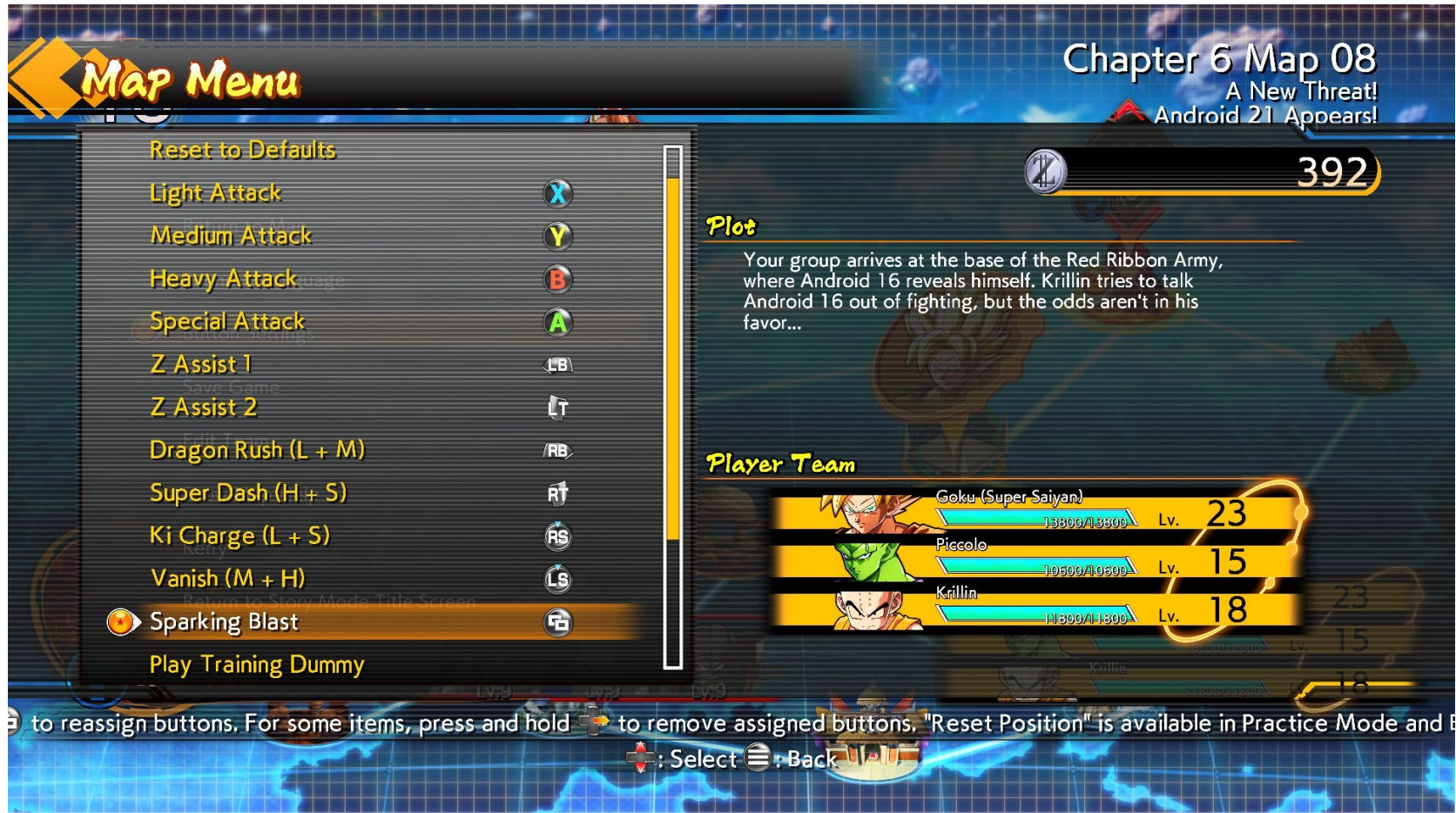
# Auto-Jump Reduces Button Presses



# Keep Simple Button Presses as a Viable Option



# Customize Button Presses



# Reduced Button Modes



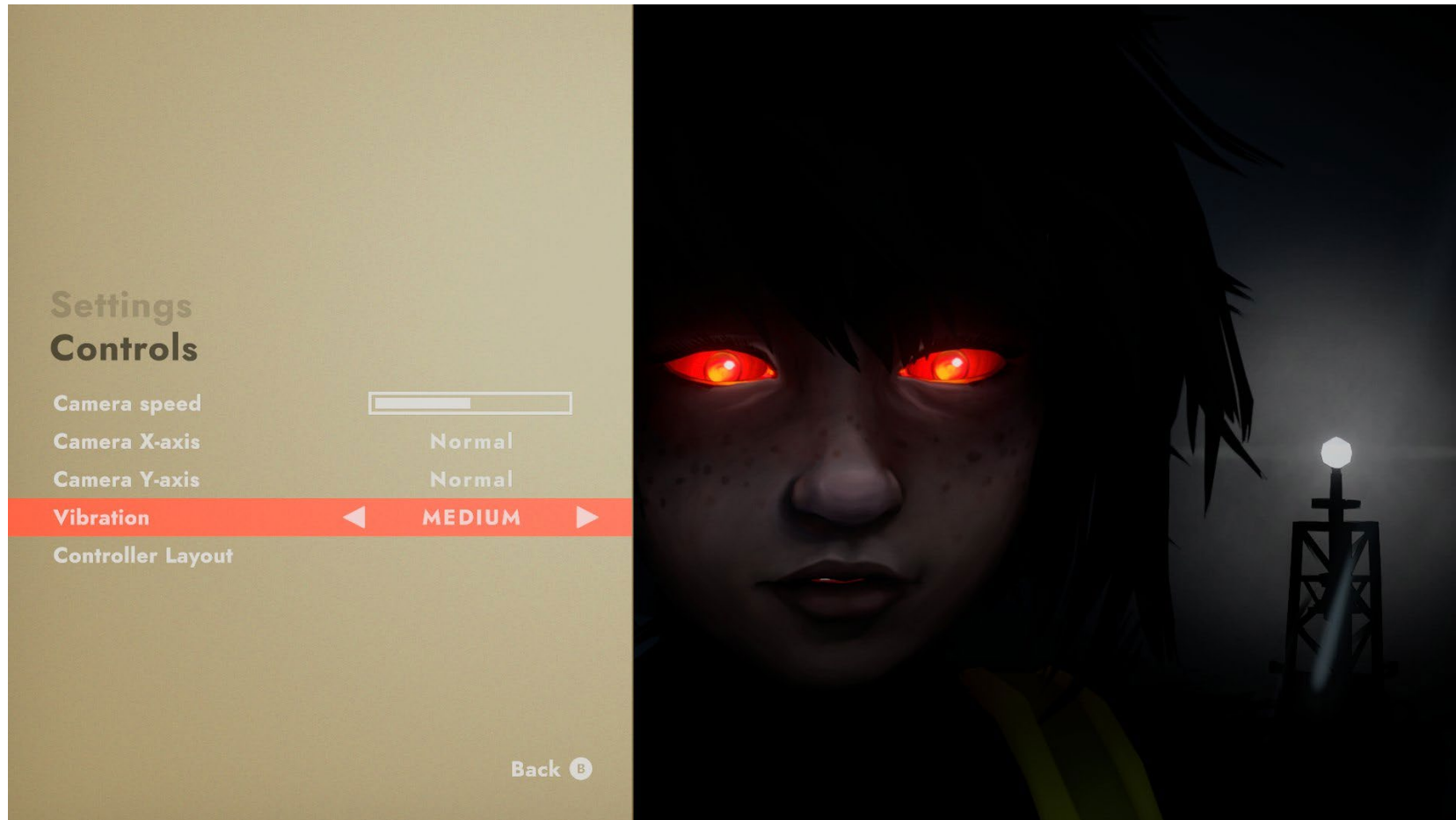
# Reduced Button Modes



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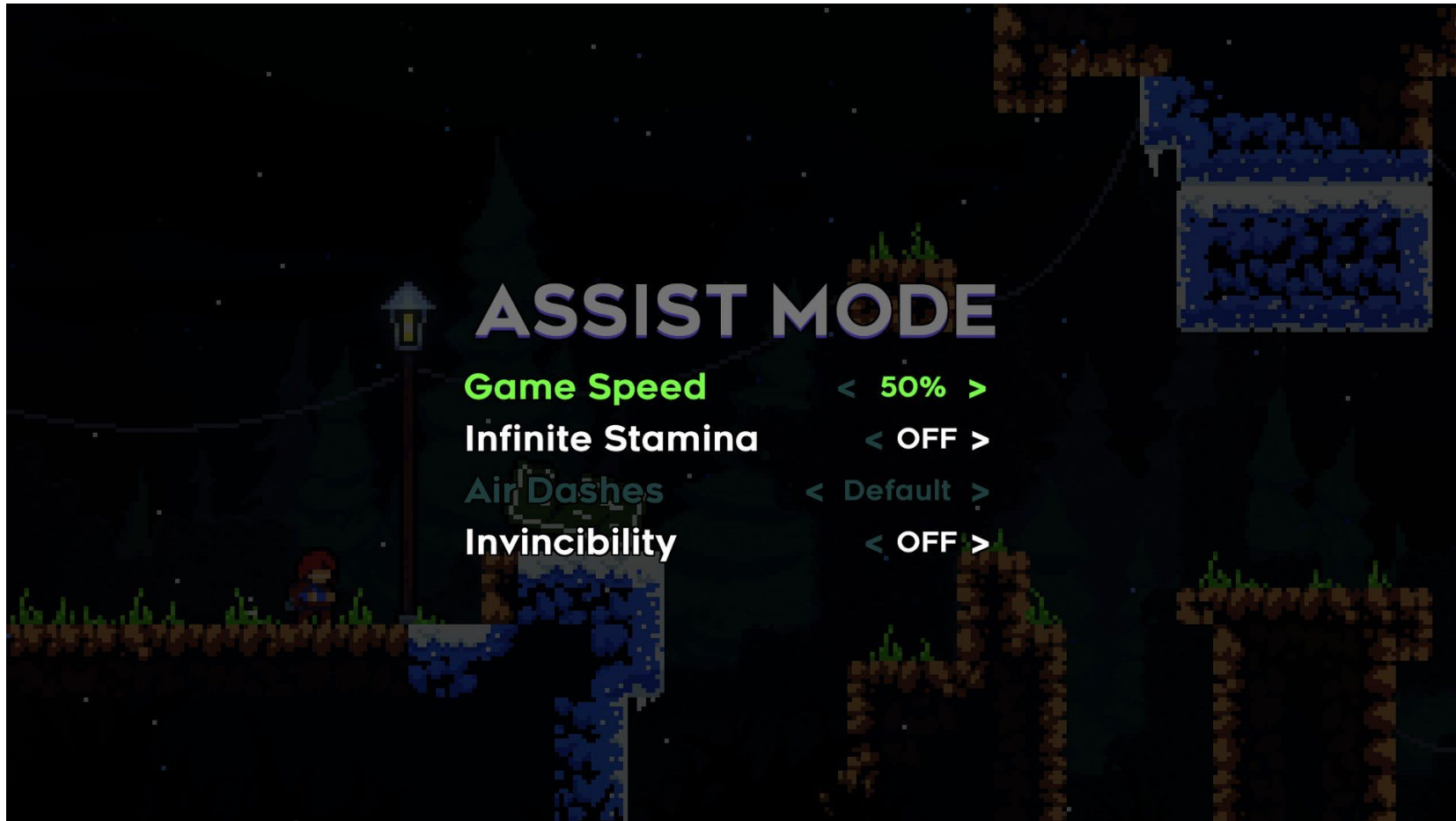


# Optional Haptic Feedback



# Provide as Many Difficulty Options as Possible

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# Let People Experience the Game in Their Own Way

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# Friendly-Fire Safe



# Canned Chat Means Less Typing



# Custom Canned Chat is Even Better



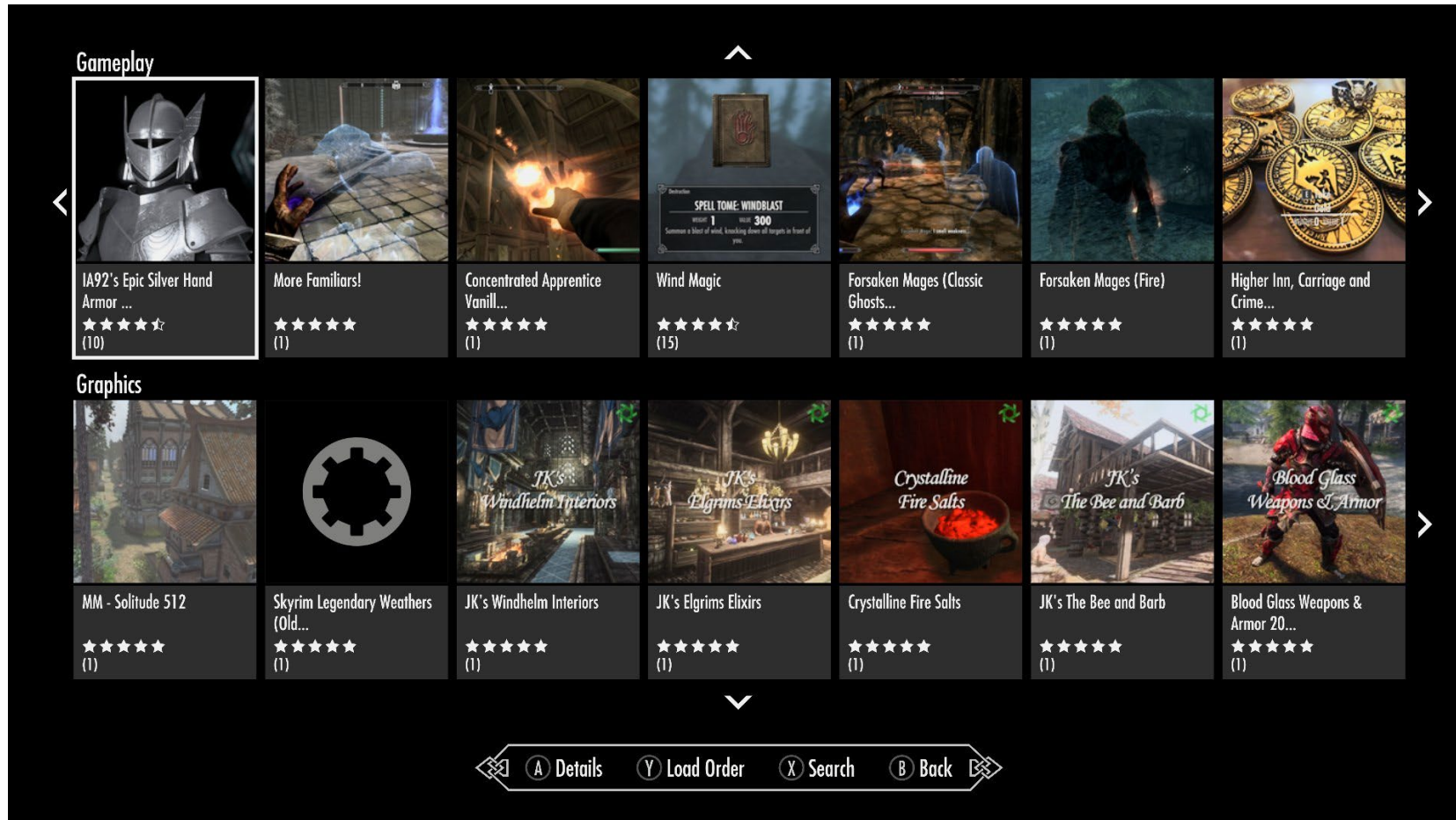
# Saving & Pausing Anytime is Super Important



# Multiple Save Slots are a Lifesaver



# Allow Mods, Even in Console Games



# Recap

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- Multi-device support
- Dead zones & sensitivity, for each analog input & axis
- Single stick support
- Stick flipping
- Toggle vs hold vs button mashing
- Optional QTE
- Auto-action support
- Simple button presses over combos
- Customize input layout
- Reduced button modes
- Optional haptic feedback
- Difficulty options
- Friendly-fire safe
- Custom canned chat
- Save options
- Allow mods

# Questions?

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- Live Q&A session – check schedule
- Twitter: ea\_accessible
- <http://ea.com/able>