Accessibility Best Practices

Mobility Considerations

Karen Stevens Director of Accessibility Electronic Arts

Statistics

- 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

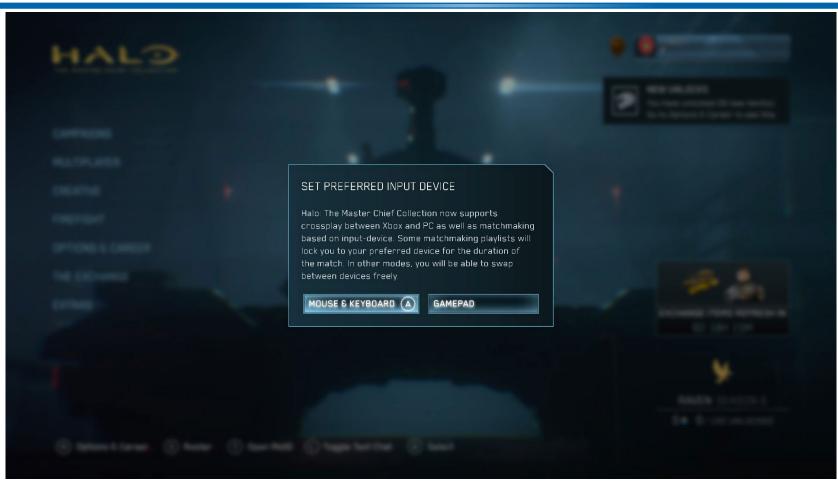
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Device Variety Helps Fit Needs





Some Console Games Have Keyboard and Mouse Support



Halo: Master Chief Collection

Support Both Single Device Use & Multiple Device Use

Settings	Keyboard and Mouse Settings							
P Accessibility	Sensitivity: 60							
? How to Play World	Invert Y-fixis	de ser						
🖾 Game	Full Keyboard C Keyboard Layout	iameplay						
Controls	Attack/Destroy	Button1	•					
🎟 🕅 Keyboard & Mouse	Pick Block	Button3	4					
Controller General	Use Item/Place Block	Button2	4					
	Doop Iton	0						

Minecraft

Dead Zones Prevents Unwanted Input

ав 🏠 🕻	TROLS	C Edit Group
- Movement		Left Stick Axial Deadzone
Forward Movement	Normal	Adjust how much the horizontal and vertical axis of the left stick cancel each other out.
Strafe Movement	Normal	Increasing this value will weigh input more strongly towards
— Left Stick		up/down/left/right as you get closer to those directions with the stick.
Inner Deadzone	• 4.15	
Outer Deadzone	• • • • • • • • •	
Axial Deadzone 🦳		
— Right Stick		
Inner Deadzone	• 1.15	
	0 1 1	
Axial Deadzone	 1 5	





Analog Sensitivity Fits Multiple Needs

	Controls
Look type	Normal
Sticks	Normal
Duck mode	Toggle
Horizontal sensitivity	
Vertical sensitivity	
Fire blue portal	
Fire orange portal	Press a button
Pickup/Use objects	(X) RB
Jump	A B
Duck	B

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Single Sticks



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Diablo 3 Reaper of Souls: Ultimate Evil Collection

Stick Flipping

	<u>(18</u> cc		O AUDIO	GAMEPLAY NETWORK AC	CESSIBILITY RB	
GAMEPLAY		HALO: REACH	>			
GAMEPAD CONTROLS						
CROUCH BEHAVIOR		HOLD	>	Move Forward Ô		
BUTTON LAYOUT		SAL DEFAULT (RE	CON) >	Strafe Left & Right 🕕		• Rotate Left & Right
D-PAD & BUTTONS		DEFAULT	>	Move Backward 🜔		Look Down
BUMPERS & TRIGGERS		DEFAULT	>		\smile	\smile
JUMPER JUMPER		DISABLED	>			
THUMBSTICK LAYOUT		DEFAULT	>			
LOOK INVERSION		NOT INVERTED	>			
FLIGHT INVERSION		NOT INVERTED	>			

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EA

Halo: Master Chief Collection

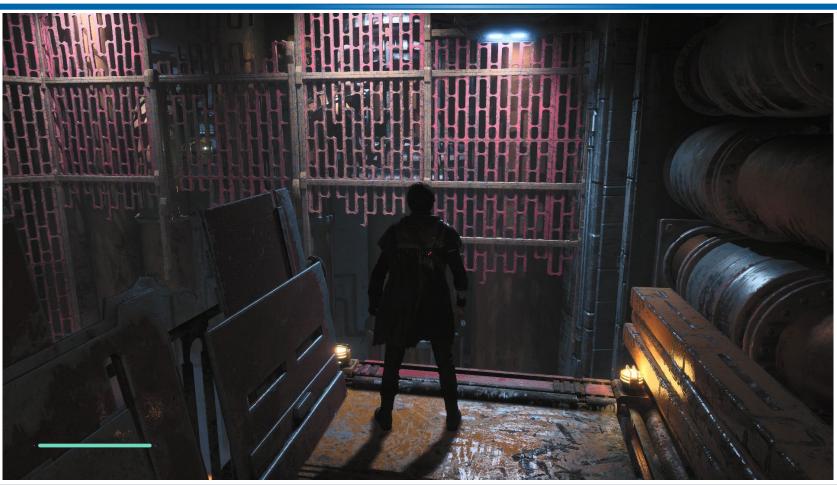
Toggle VS Hold VS Button Mash & Quick Time Events

ABILITIES SETTIN		0 1+
		* STORY MODE *
	Players who want to focus more on the story and desire a minimal combat challenge.	Parry Timing Incoming Damage Incoming Damage Incoming Damage
CONTROLS GAMEPLAY VISUALS	Auto switch target on enemy death	VISIBLE ENEMIES ONLY
AUDIO	Disable button mashes and quick-time events	
EXTRAS	Disable UI input holds	
	Auto lock target in combat	
	Auto-grip climbable walls	
	HUD Text Scale	(* 6 ·)
		🔕 Select 🛛 🗿 Back

Jedi Fallen Order



Auto-Grab Makes Jumping and Grabbing a Fence More Feasible



Jedi Fallen Order



Auto-Aim Reduces Need for Precision







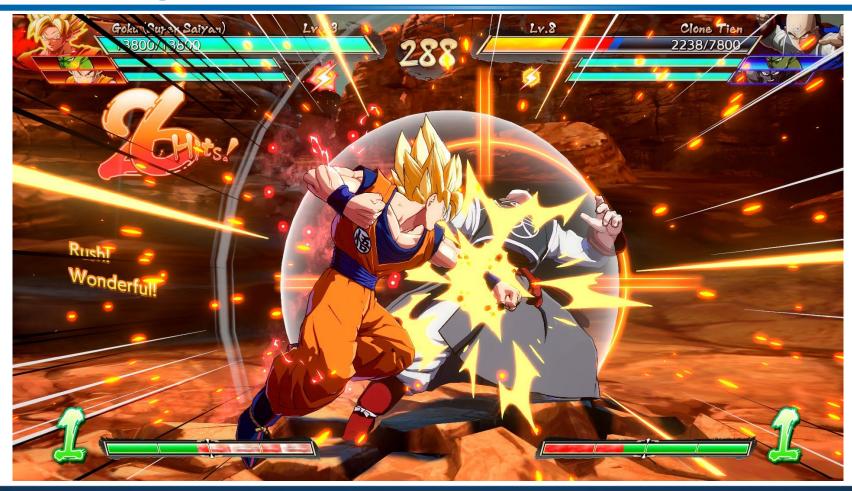
Auto-Jump Reduces Button Presses



Minecraft



Keep Simple Button Presses as a Viable Option



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Dragonball FighterZ

Customize Button Presses



Dragonball FighterZ



Reduced Button Modes





FIFA 20

Reduced Button Modes







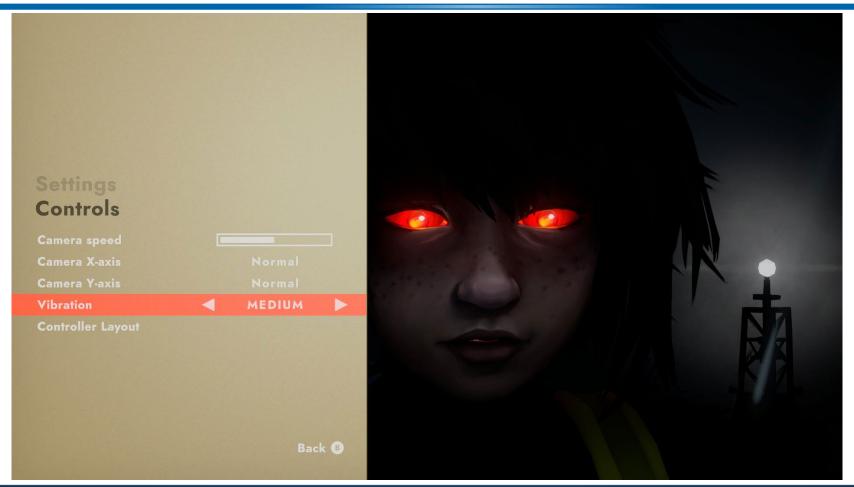
Reduced Button Modes





FIFA 20

Optional Haptic Feedback



Sea of Solitude



Provide as Many Difficulty Options as Possible

ASSIST MODE

Game Speed	< 50% >
Infinite Stamina	< OFF >
Air Dashes	< Default >
Invincibility	< OFF >





Let People Experience the Game in Their Own Way







Friendly-Fire Safe



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Diablo 3 Reaper of Souls: Ultimate Evil Collection

Canned Chat Means Less Typing



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Apex Legends

Custom Canned Chat is Even Better



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Apex Legends

Saving & Pausing Anytime is Super Important

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	QUICKSAVE	Vibration		**						
	SAVE LOAD	Difficulty	ব	Novice					1.0	
	MODS	Show Floating Markers		慾						
	SETTINGS	> Save on Rest								
	CONTROLS	Save on Wait		*						
Sec.	HELP QUIT	Save on Travel		***						
		Save on Character Menu	()	15 Mins	⊳					
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Elder Scrolls V: Skyrim

Multiple Save Slots are a Lifesaver

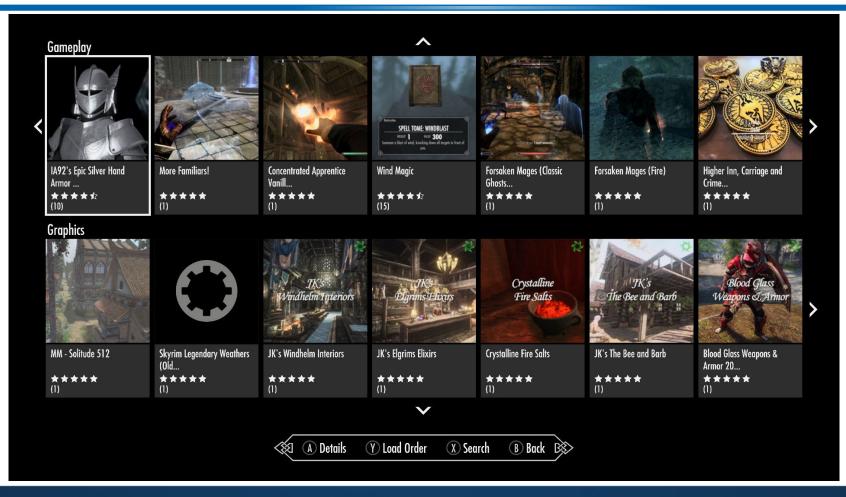


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Elder Scrolls V: Skyrim

Allow Mods, Even in Console Games



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Elder Scrolls V: Skyrim

Recap

- 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



- Live Q&A session check schedule
- Twitter: ea_accessible
- <u>http://ea.com/able</u>

