

IGDA GA-SIG Game Accessibility white paper.

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Sunday, 14 June 2009 23:00 - Last revised Sunday, 14 June 2009

The purpose of this white paper is to provide information about game accessibility. Currently, game accessibility has been addressed in only a limited manner. By providing information about what game accessibility is, how important it is to disabled gamers, and by looking at the current state of affairs, we hope to start discussions on how games can be made more accessible to a wider population.

To facilitate these discussions, the IGDA has formed a Game Accessibility Special Interest Group (GA-SIG), www.igda.com/accessibility, the purpose of this SIG is given by the group's mission statement:

“Computer games are an important cultural and quality of life issue. By collaborating with the rest of the game development community the GA-SIG intends to develop methods of making all game genres universally accessible to all, regardless of disability. In order to do this we will promote education of game developers in accessibility design, tax incentives for accessible game developers, corporate sponsorship and accessibility ratings.”