

# Interacting with the games we love

Onboarding & Accessibility

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# This lecture

We will discuss:

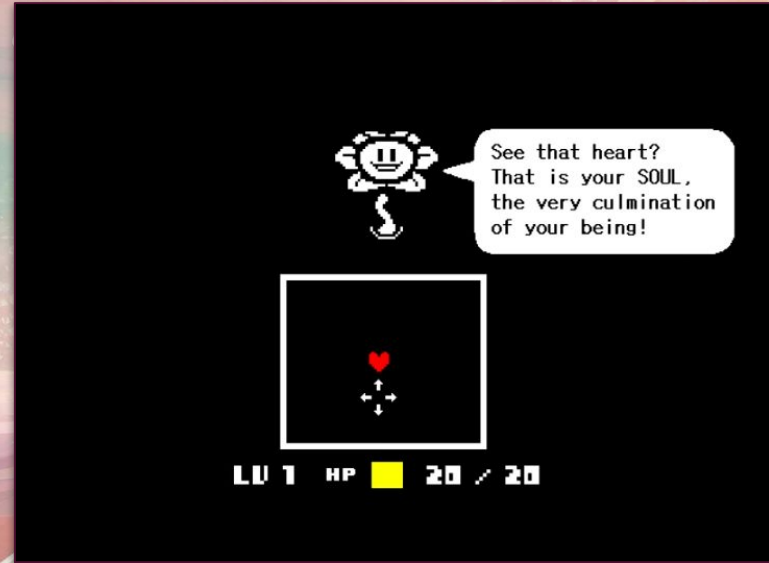
- Onboarding
- Accessibility

...With a bang for the buck!



# What is Onboarding?

- Starts at sign-up/download.
- Goes on until the player has done and knows everything they need to do.
- Large part of it: Tutorial.
- Helps the player get familiar with the game.
- Introduces all important aspects of the game in a fun and engaging way (hopefully).



Undertale



# Tutorials be like...





# 8 bad ways of making a tutorial

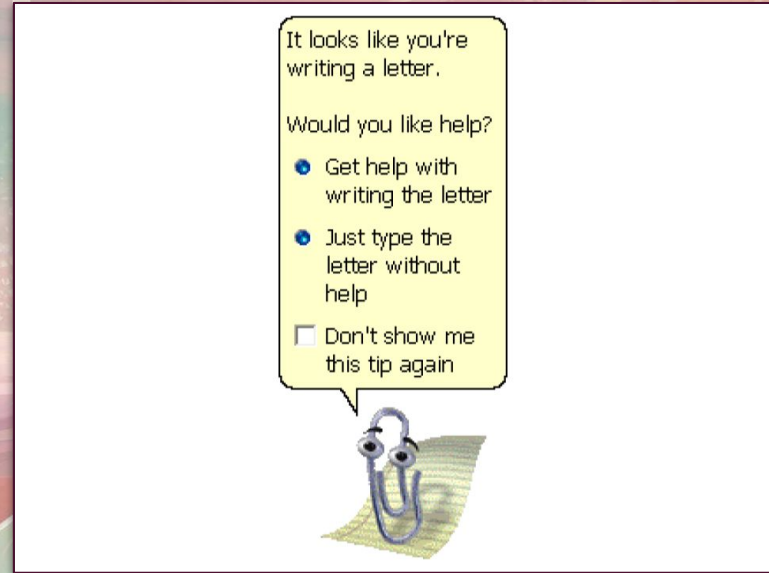
(according to Ernest Adams)

[http://www.designersnotebook.com/Home\\_Page/home\\_page.htm](http://www.designersnotebook.com/Home_Page/home_page.htm)

- Force the player to take the tutorial.
- Make the player read a lot.
- Describe buttons and menu items badly.
- Leave steps out.
- Punish inexperience.
- Patronize/humiliate the player.
- Force the player to complete the tutorial.
- Don't give them a tutorial at all.

## I might add:

- Make your tutorial completely separate from the rest of the game.
- Break the player's immersion.
- Disrupt the player's experience as much as possible.
- Start designing your tutorial when the game is done.



Microsoft Word

# 12 better ways of making a tutorial

- Allow the player to skip the tutorial.
- Keep any text brief.
- Describe buttons and menu items clearly.
- Don't leave steps out.
- Don't punish inexperience.
- Encourage/reward the player.
- Allow the player to opt out.
- Give them a tutorial.
- Make the tutorial an engaging part of the gameplay experience.
- Keep the player immersed.
- Don't be disruptive.
- Start designing your tutorial as early as possible.



The Legend of Zelda: Breath of the Wild



# Let player *play*

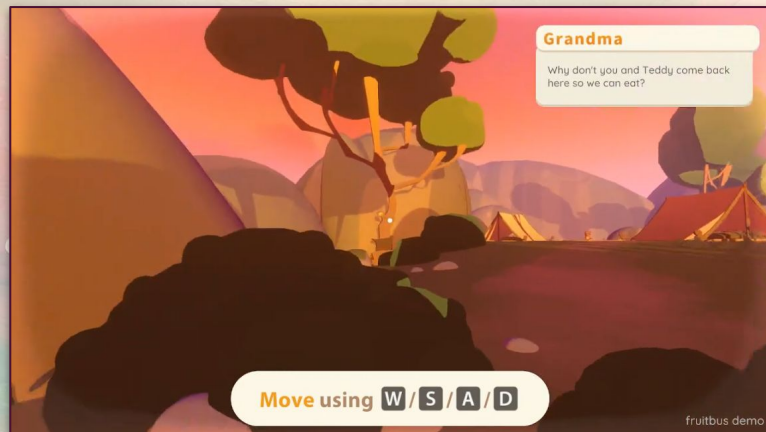
- In movies/book: “Show, don’t tell”.
- Games: “Do, don’t show”.
- Don’t write instructions, let the player *try it!*



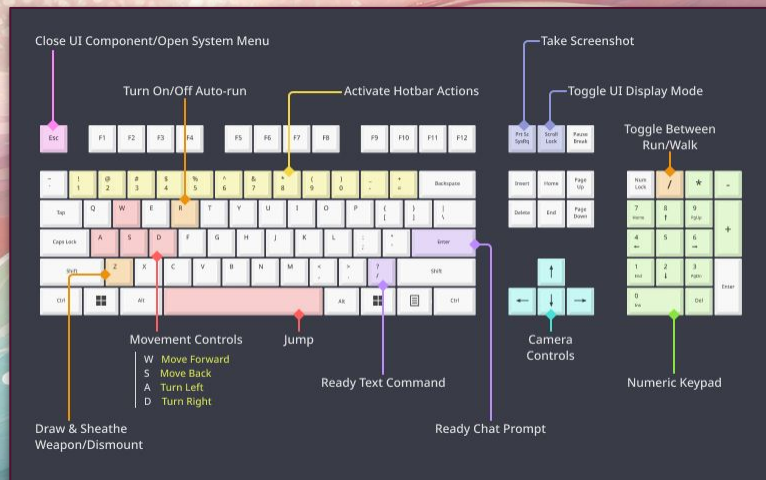
From r/PixelArt

# Introduce new elements

- Give prompts in-game when appropriate.
- You should not **have to** show key bindings in loading screen/main menu.
  - However it can be a nice complement.
- Don't reinvent the wheel, use industry standards!
- Allowing for remapping = great for accessibility.



Fruitbus (WIP)



Final Fantasy XIV



# Case study: Magicka 1 & 2



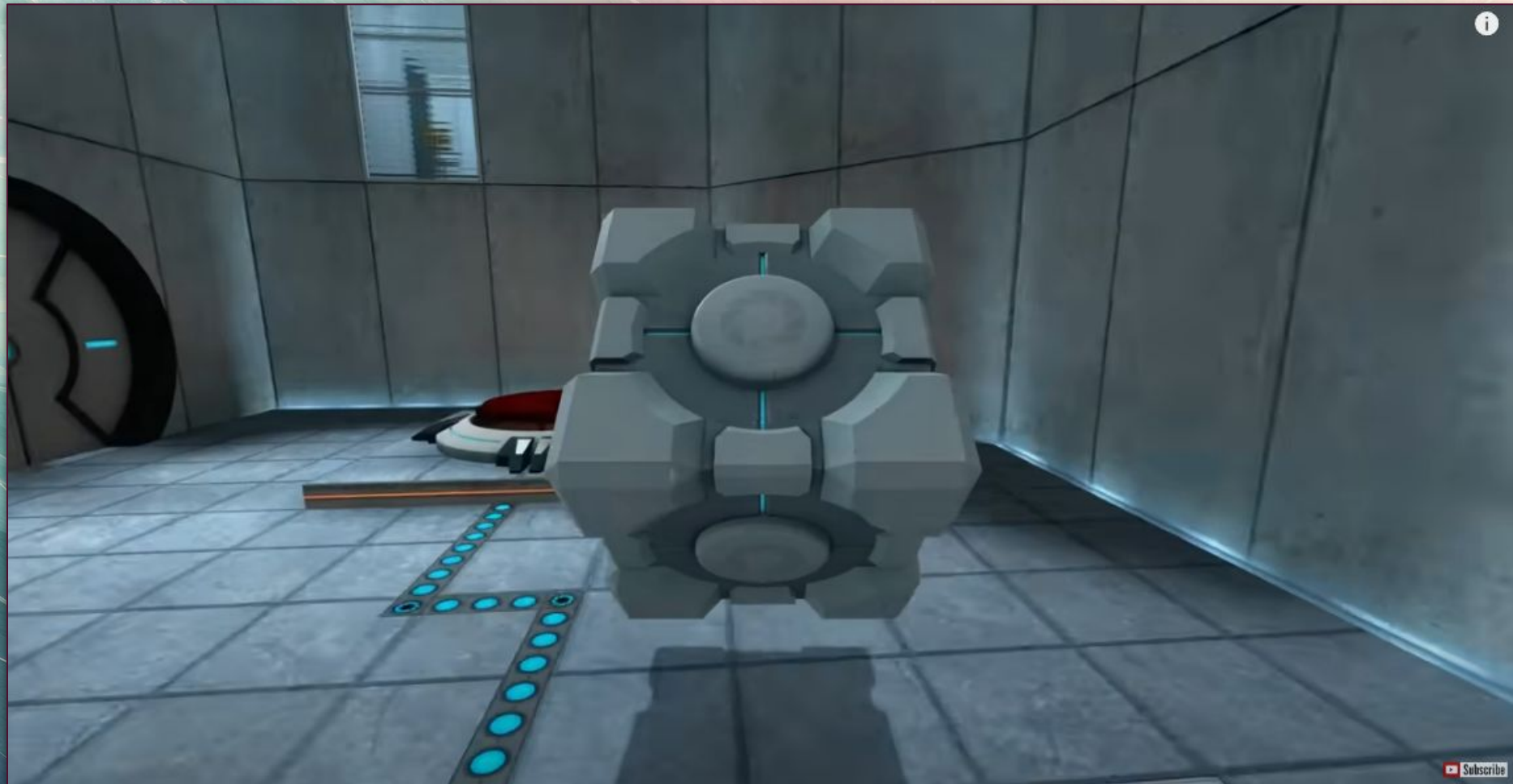
# Case study: Baldur's Gate 3





# Case study: Portal



















26:05 / 40:41

Subscribe

<https://youtu.be/0P2dzla6pZY>



# Case study: KreatureKind



WIP



End turn





WIP





WIP





WIP



3

1

Discuss common misconceptions



Next time this Activist is targeted, they will clap back with the same card.

1

Dismantle fallacy



Remove Target's Block

Speaker gains +1 Attention

1

Be unexpected



Remove Target's Prep

Speaker gains +1 Attention

1

Factual argument



Deal -1 Zeal to Any Opponent

Speaker gains +1 Attention



End turn



- Drag-drop a card on an Opponent
- Heal a character with a card
- Cast an Ability card



**3**

**1**

**1**

**1**

**Discuss common misconceptions**

Next time this Activist is targeted, they will clap back with the same card.

Remove Target's Block

Speaker gains +1 Attention

---

**Dismantle fallacy**

Remove Target's Prep

Speaker gains +1 Attention

---

**Be unexpected**

Remove Target's Prep

Speaker gains +1 Attention

---

**Factual argument**

Deal -1 Zeal to Any Opponent

Speaker gains +1 Attention

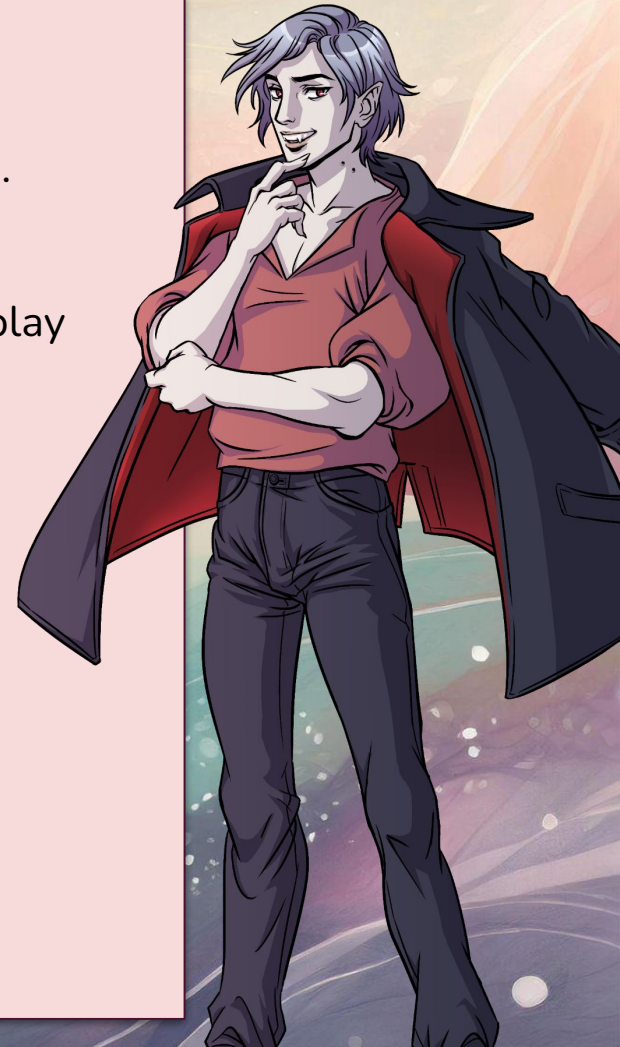


End turn

**Next step?**

# TL;DR

- Introduce new elements at a good pace.
- Don't be intrusive.
- Limit the amount of text.
- Make the onboarding part of the gameplay experience.







**Questions?**

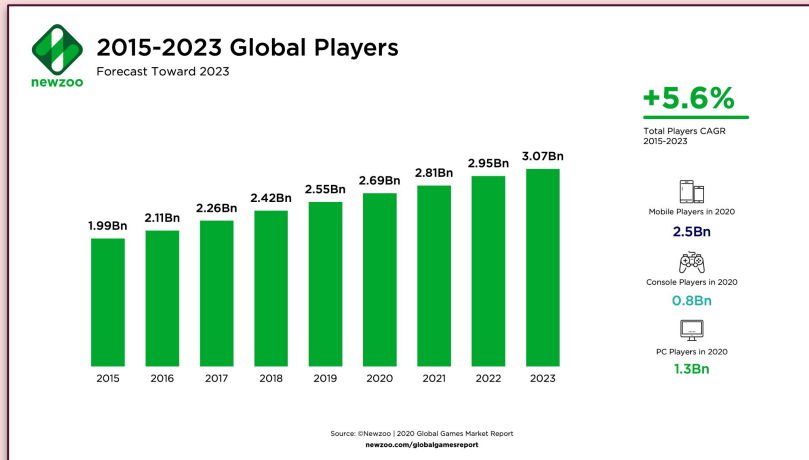


**Break**



# Accessibility

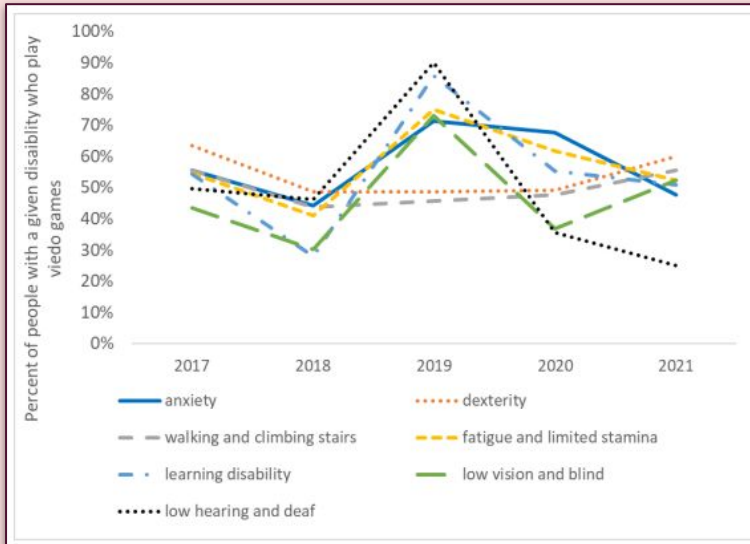
- 3 Billion people play games.
- Our players are all different.
- Everyone deserves to enjoy playing games!
- There is no right or wrong way to play and enjoy a game.
- Take measures to not shut players out!



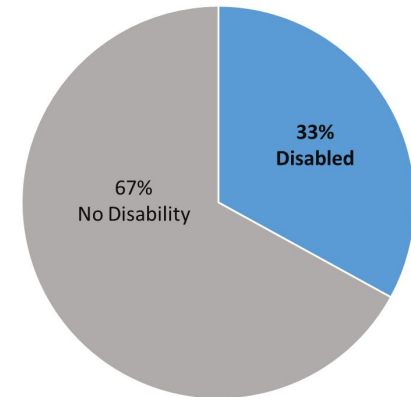


# Consider player disabilities

- Around 33% of players are believed to be disabled.
- Disabilities can come in many different forms.
- Plan & design for accessibility from the start.























Around 33% of US video game players are believed to be disabled





# Accessibility helps everyone

- Everyone benefits from inclusive design!
- “A rising tide lifts all boats”

					
<b>Permanent</b>	 One arm	 Blind	 Deaf	 Non-verbal	 ADHD/ concentration difficulties
<b>Temporary</b>	 Arm injury	 Cataract	 Ear-infection	 Laryngitis	 Fatigue / depression
<b>Situational</b>	 Carry a baby or a computer	 Sun on screen	 Noisy surroundings	 Heavy accent	 Open office- landscape

# Color blindness

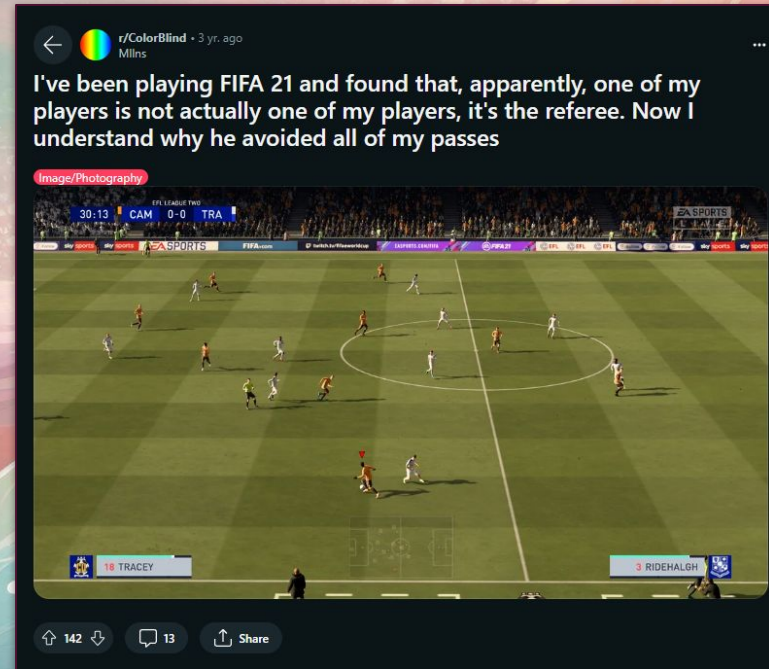
- About 8% of men (AMAB) and about 0.5% of women (AFAB) are color blind.
- Color experience can heavily affect game playability.

	Normal Vision	L-cone defect	M-cone defect	S-cone defect
Men	91.4%	2.45%	6.1%	0.011%
Women	99.6%	0.04%	0.36%	0.04%
Overall	95.5%	1.25%	3.24%	0.025%

Red	Red	Red	Red
Orange	Orange	Orange	Orange
Yellow	Yellow	Yellow	Yellow
Green	Green	Green	Green
Blue	Blue	Blue	Blue
Magenta	Magenta	Magenta	Magenta

<https://iristech.co/statistics/>

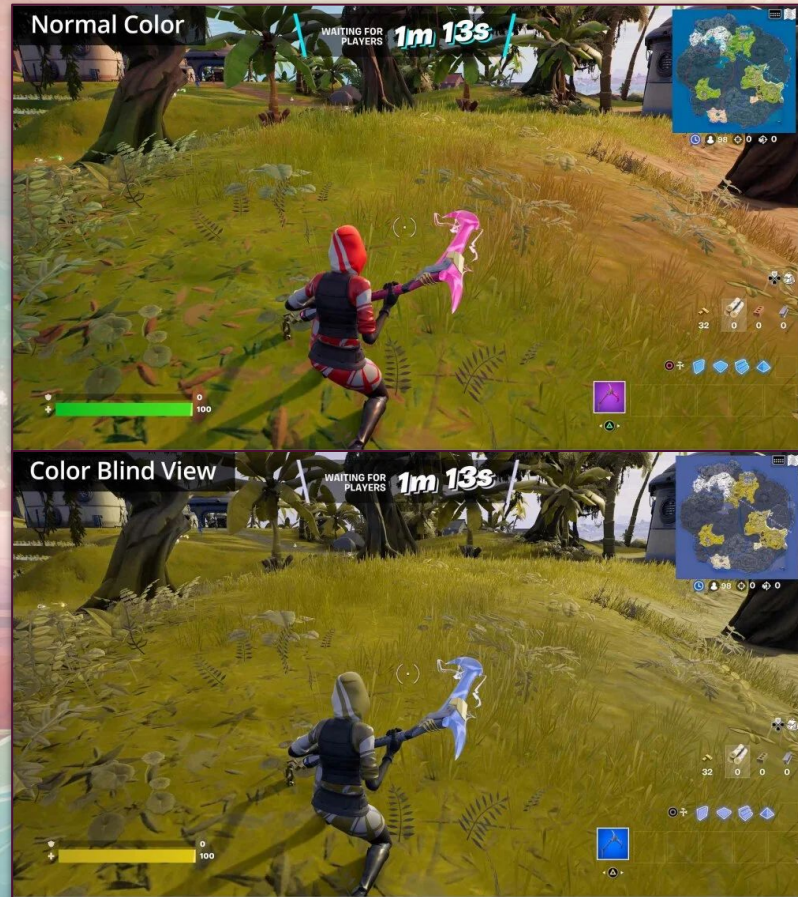
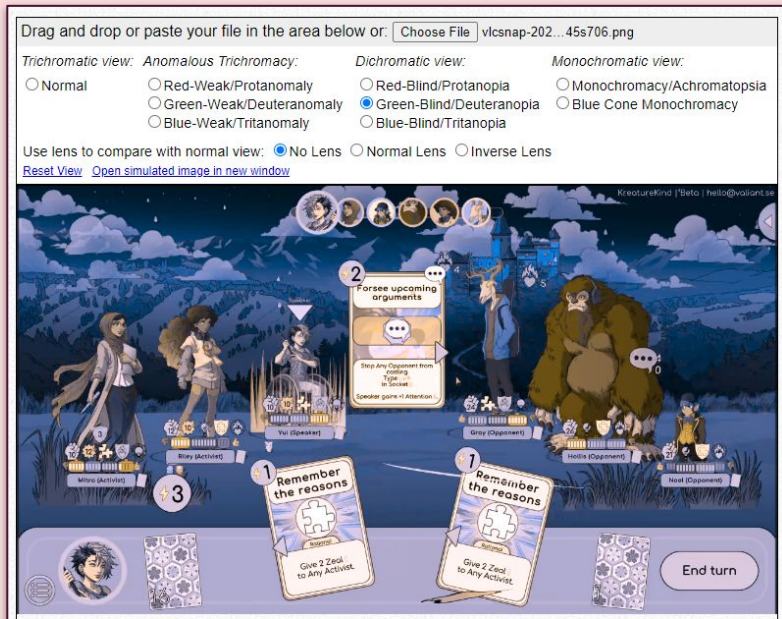




# Test your game!

- If possible, use tool for seeing the game as if with color blindness

<https://www.color-blindness.com/coblis-color-blindness-simulator/>



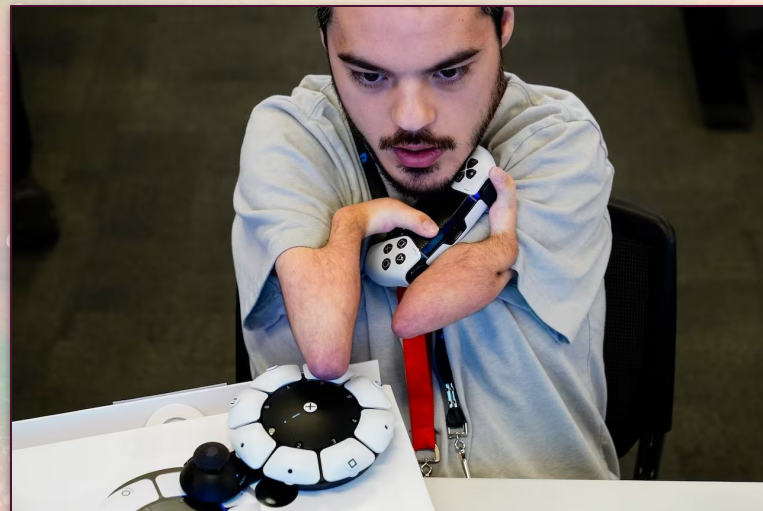
Fortnite

# Allow key remapping

- Not all key mappings work for everyone.
- Allow people with custom controllers to bind to their key setups.
- For both keyboard & gamepads.



Lethal Company



<https://www.cbc.ca/radio/thecurrent/video-game-accessibility-playstation-1.7017576>



<https://www.polygpn.com/features/2014/8/6/5866035/disabled-gamers-accessibility>

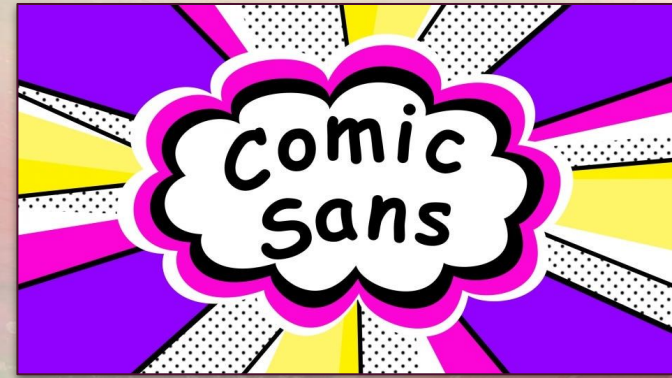


# Typeface, font size, contrast

- Consider what typeface/font you use.
- Don't make your text too small.
- Consider text contrast.
- Doesn't matter how pretty your game is, if half your players can't play it!



<https://elrumo.medium.com/typography-8c54c02c1003>



Many people with dyslexia [describe comic sans as a powerful assistive tool](#), noting that the font has few repeated letter-shapes. The [British Dyslexia Association recommends](#) Comic Sans, noting that "letters can appear less crowded" than with other fonts.

<https://www.boia.org/blog/does-comic-sans-benefit-people-with-dyslexia>

Example Text Contrast Ratios	Example Text with -74% decreased sharpness
Contrast Ratio = 1.2:1	Contrast Ratio = 1.2:1
Contrast Ratio = 2:1	Contrast Ratio = 2:1
Contrast Ratio = 2.4:1	Contrast Ratio = 2.4:1
Contrast Ratio = 4.8:1	Contrast Ratio = 4.8:1
Contrast Ratio = 8:1	Contrast Ratio = 8:1
Contrast Ratio = 21:1	Contrast Ratio = 21:1

<https://learn.microsoft.com/en-us/gaming/accessibility/xbox-accessibility-guidelines102>

# Subtitles

1. Accuracy
2. Comprehensiveness
3. Make the Subtitles Centralized
4. Add the Text from the Bottom
5. Indicate the Speaker
6. Indicate the Direction
7. Give People Enough Time to Read
8. Clear Font
9. Make Captions for Important Sounds
10. Options

<https://80.lv/articles/10-golden-rules-on-subtitles-for-games/>



Portal 2



Spider-Man



# Flashing lights

- Can cause seizures!
- Add warnings.
- Think about:
  - Desaturate the red coloring (if any).
  - Reduce the contrast between the brightest and darkest parts of the flash.
  - Reduce the frequency of the flashing.
  - Decrease the size of the flashing.



Mad Max

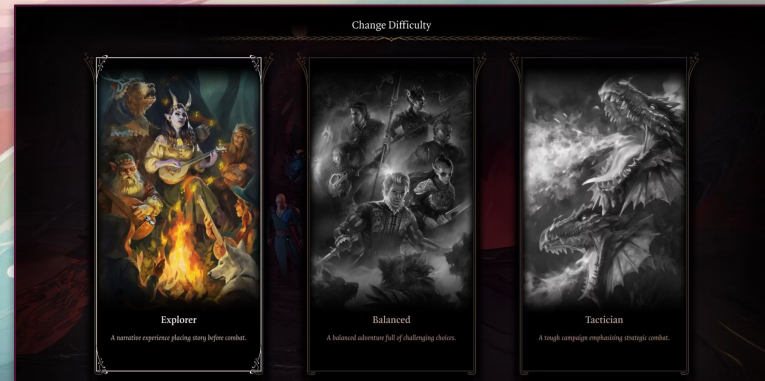


# Difficulty options

- Let the player play as they wish!
- Don't shame them for their choices.
- Some don't have the ability to play on harder difficulty.
- Some just don't have time, or don't enjoy it.



Wolfenstein 3D



Baldur's Gate 3



# Physical gaming space

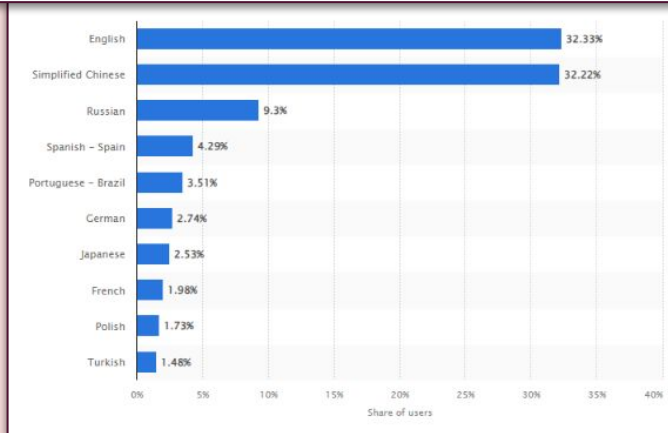
- Is the gaming space accessible?
- What types of chairs do you provide?



# Localization

- English is used by <33% of gamers.
- Localizing games opens up to more players.
- Not just translations, but content adjustments!

Most common main languages of Steam gaming platform users in October 2023



<https://www.statista.com/statistics/957319/steam-user-language/>



<https://venturebeat.com/business/south-korea-is-a-mobile-gaming-haven-even-for-western-studios/>



# Consider representation

- Feeling like the game sees and respects the players has many facets.
- Representation matters!



Pendula Swing



KreatureKind

# TL;DR

- Billions of people play games.
- A large portion have some form of disability.
- Accessible design helps everyone.
- Consider for example:
  - Matching color with form
  - Allowing remapping of keys
  - Typeface, font size, contrast
  - Subtitles
  - Flashing lights
  - Difficulty options
  - Physical gaming spaces
  - Representation
- ...*And keep learning!*





# Questions?

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Slides: [anaka.se](https://anaka.se)

