

Accessibility Test Brief

Introduction

This task is a way to help aspiring designers and accessibility specialists to add something to their portfolio to showcase the skills Rebellion looks for in an accessibility specialist. This brief is built to be approachable to anyone at any level, with almost any level of access to software. You can spend as long as you like working on it, and you can adapt the deliverables to suit your needs.

Exercise Guidelines & Best Practice

- You should not use another person's work without credit! Make it very clear if you are presenting anything that is not your own.
- Don't post or use any work that is under NDA without express permission.
- Ensure you follow accessibility best practises for presenting your report. [Making Accessible PowerPoint presentations - Microsoft Support](#)

Brief

Overview

You will create an accessibility evaluation of part of a game. That evaluation should highlight successes and barriers that exist in your example, the impact of those barriers and suggested solutions. You will use existing accessibility guidelines to support the barriers you identify, and examples in other games to support your suggested solutions.

Deliverable

1 Accessibility Evaluation in a 16:9 presentation format. That evaluation should include:

- Introduction
- Successes
- Barriers
- Conclusion
- Other (optional)

Getting Started

Choose a game – it can be any game! A game you like, a game by the company you want to work for, a game famous or infamous for accessibility, or a game you've created. You don't need to know the game in detail, so go with something you're interested in.

From this game, choose a part of it. It could be the first time set up, the HUD or a specific mechanic. Try to limit it to something that can be experienced in around 5 minutes. If you find your first example doesn't reap much content, you can always do other examples later.

Process

Identify as many accessibility successes and barriers that exist in your example as possible. You can write them out as notes to start with and then go back and pick the highest impact/most interesting successes and barriers to examine.

It's important to highlight successes as well as barriers in a portfolio piece because you don't want it to come across too critical! Highlighting successes celebrates accessibility efforts and it can be educational, as often there will be features or settings developers didn't realise were a benefit to accessibility. It's recommended you examine an equal number of barriers and successes, if possible, but you can still include a full list of all the barriers and successes you found as an appendix to the report.

Tip:

As a portfolio piece, you want to make sure it's digestible for someone looking through your work. A 100+ page report that is text heavy may be overwhelming. As a recommendation,

- **Introduction** - up to 3 slides (including title slide).
- **Successes** – up to 5 slides (1 success per slide).
- **Barriers** – up to 10 slides (1 barrier per slide, plus up to 1 suggested solution/prevention slide per barrier).
- **Conclusion** – up to 3 slides including credits/references.
- **Other** – no limit, but could include a full list of all barriers and successes you found (as a bullet point list).

Resources

Template for successes:

Image (optional). Include ALT text.

Success: [success summary]

Detail: [detail the success, including users it may help, it's impact and where it occurs in the experience.]

Suggested improvements (optional): [suggested improvement(s) for the success]

Guidelines/References: [link(s) to relevant XAGs or GAGs]

Template for barriers:

Image (optional). Include ALT text.

Barrier: [barrier summary]

Type of Barrier: [Audio/Cognitive/Motor/Visual/Representation/General & Other]

Impact: [High/Medium/Low/Unknown]

Detail: [detail the barrier, including where it occurs in the experience.]

Guidelines/References: [link(s) to relevant XAGs or GAGs]

Suggestion: [suggested solution(s) for the barrier]

Prevention: [suggestions for how to prevent this barrier in future titles]

Helpful References:

[Game accessibility guidelines | Full list](#)

[Xbox Accessibility Guidelines - Microsoft Game Dev | Microsoft Learn](#)

[SIG guidelines - IGDA Game Accessibility SIG \(igda-gasig.org\)](#)

[Video Game Accessibility Data - Family Gaming Database \(faminggaming.com\)](#)

[Accessible Player Experiences \(APX\) - Accessible Games](#)

[Diversity in Gaming: Disabled characters in video games](#)

[Evil Genius 2 - Accessibility Review](#)