

Accessibility in Video Games for People with Cognitive Disabilities

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Video games have become one of the most relevant audiovisual products in the entertainment industry. Their establishment should be accompanied by guidelines and standards that ensure an accessible design. Among the barriers a user might encounter when playing, people with cognitive disabilities struggle when responding to what is expected from them in a video game. On that note, this research illustrates how these users are currently addressed in the area. Firstly, we will examine available literature to see the efforts of the academia and accessibility guidelines in order to analyze the perspective of the industry. Secondly, after finding that developers consider the clarity of language only scarcely and ambiguously, we will evaluate the use of an emerging accessibility service such as the easy-to-understand (E2U) language, which has been found to enhance comprehension for a variety of users, people with cognitive disabilities being among them. Thirdly, we will carry out a reception study in order to test the effects of the E2U language in the performance of players, resulting in a series of recommendations that could be important to consider when implementing this accessibility service.