

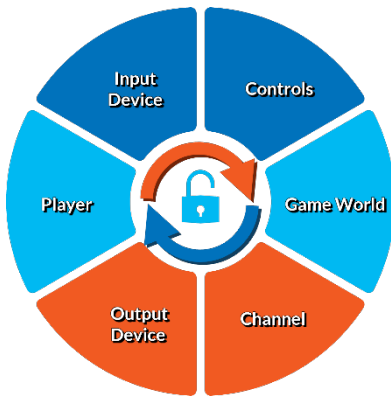
Accessible Prerequisite Evaluation (APRE)

Accessible game design is gaining increased attention from game developers as a way of making games appealing and welcoming to more players. One of the most common concerns of accessible game design is knowing what parts of your game to focus your team's attention on to improve accessibility.

The Accessible Prerequisite Evaluation (APRE) service is designed to help you navigate these potential pitfalls.

The APRE is a customized, 20-hour evaluation process, including 8-hours of gameplay analysis, that will provide you with a report on ACCESS barriers – meaning those that inhibit actions players take in your game, and the information they receive about the game state through a variety of modalities.

To identify these barriers, we use our Player Feedback Loop to find issues that may impede a player giving information to the game via input devices and in-game controls – which would prevent them from appropriately taking action in a game.



The Player Feedback Loop

Additionally, the Player Feedback Loop is used to identify how the game gives information back to the player, by analyzing barriers that players may encounter in the presentation of the game, through various channels of information (e.g. visual, audio, haptic, etc.) and how the player can manage these channels through their preferred output devices (e.g. TV/monitor screen, headphones, controller, etc.).

APRE at a Glance

Goal: Pinpoint barriers to players taking action in your game and perceiving information from your game's presentation.

- 20-hour evaluation process
- 8 hours of gameplay analysis
- APREs conducted by two expert, accessibility-focused AbleGamers user researchers
- Report identifying barriers and the potential impact for players driven by our Accessible Player Experience (APX) design drivers
- Impact of APRE Reports: Average of 30 potential barriers to play highlighted
- Gain a broad understanding of barriers that may prevent players from playing on an Access level

Contact Us

AbleGamers enables play in order to combat social isolation, foster inclusive communities, and improve the quality of life for people with disabilities.

To further our mission, we offer services that bring the insights of people with disabilities into your development process.

For additional information, contact:

userresearch@ablegamers.org

How do you know an APRE is right for you and your team?

If your team is asking any of the following questions, an APRE might be right for you!

- What can we do to improve accessibility in our current game?
- Are we taking the right approach to making our game accessible?
- Will players with disabilities be able to play my game?
- Where should we focus our accessibility implementation?
- What areas of our game can be improved from an accessibility standpoint?
- What are the broad accessibility issues in our game?

How do APREs Work?

Step 1: Express Interest

Your team identifies that you would like to gain a broad understanding of the barriers to play that exist in your game so that you can begin to craft a more accessible experience. You can get the process started here: userresearch@ablegamers.org

Step 2: Respond to Initial Inquiry and Meeting to Assess Needs

Once we review your initial request, we will contact you to set up a 30-minute meeting to better understand your needs. The overall objective is to determine the level of effort, the timelines, logistics and high-level information about evaluating your game, and the deliverable (output) required to fulfill your request.

Step 3: Create a Statement of Work

With the information gained from our teams meeting, we will issue a statement of work (SOW) that you will review and sign. The SOW is an agreement between you and AbleGamers that details timelines for deliverables, billing amounts, and other details relevant to the project.

Step 4: Prepare for the APRE and Onboarding Materials

To begin preparing for an APRE, your team will complete our **Accessibility Evaluation Information Sheet** highlighting primary point(s) of contact from your organization and high-level details about the game build. Additionally, your team will provide a **Build Overview** document detailing how to access (e.g. download or install) the game build and identifies focal points for the evaluation. Guidance, a checklist, and an example of what the ideal Build Overview should include will be included in your onboarding materials.

Step 5: Build Functionality and Evaluation Gameplay

Your team will provide a game build for AbleGamers to access. AbleGamers will take one business day to play the game and send an email to your organization confirming focal points for the evaluation. **Your team has 24 hours to respond with confirmation or clarification of the perceived evaluation scope.**

Step 6: Commence the Evaluation and Issue the Findings Report

AbleGamers conducts the APRE with troubleshooting support from your team on standby. AbleGamers will send an email with a report highlighting potential **ACCESS** barriers to your team's primary contact(s).

Step 7: Conduct Evaluation Debriefing

To answer outstanding questions about the findings report, a one-hour debriefing meeting will be held between your team and AbleGamers one week after the report is shared.

Step 8: Complete AbleGamers Services Feedback Form

At least one business day after the debriefing meeting, your team's primary contact(s) will be emailed a link to the AbleGamers User Research Services Feedback Form to understand your experiences with the service so that these services can be improved in the future.

Ready to have an APRE done for your game?

Reach out to get started at:
userresearch@ablegamers.org