Accessible Player Experience (APX)

You want everyone to be able to play your game.

This doesn't sound easy. There is so much complexity in any game that trying to think of and implement all possible ways of making a game accessible is daunting – and may seem impossible...

Instead of focusing on making your *game* accessible, what if you make the *experiences* that players have in your game accessible?

APX is the solution.

Our work with 400+ players with disabilities and years of research have led AbleGamers to create Accessible Player Experience (APX), a comprehensive set of 22 Design Patterns that help developers craft optimal experiences for players with disabilities.

The key is that APX doesn't require you to change *anything* about how you make games. Instead, at any point of the development process – from concept through completion – all aspects of your game can be viewed through the lens of accessibility, by using the APX design patterns. Rather than adding in accessibility when your game is over, APX ensures you are keeping the player experience in mind from day one, leading to accessibility in everything included in your game.

The APX patterns are open source and are being used by countless studios to help make their games more accessible to all players. The patterns themselves can be explored through the AbleGamers APX website, found at accessible.games/accessible-player-experiences.

Certified APX Practitioner Course

Want to learn how to use APX in your games?

Become a Certified APX Practitioner!

AbleGamers Certified APX Practitioner Courses are two day, intensive training on using Accessible Player Experiences during the game development process. Beginning with discussion of why accessibility is important, and moving into hands-on, group exercises that delve deeply into each design pattern, the course will equip you to:

- Apply our data driven APX Design Patterns and promote a focus on accessibility early in the design cycle
- Learn to identify accessibility issues during the design cycle and implement solutions to fix them
- Equip yourself with the data you need to show accessibility is a worthwhile ir in your title
- Understand the 21st Century Communications and Video Accessibility Act (CVAA) and what it requires

Contact Us

Our mission is to enable play to combat social isolation and foster inclusive communities to improve the lives of people with disabilities.

If you want to learn more about how you can use APX so that your games can help in this mission, contact:

Steven Weitz
Director of Professional Development
stevenweitz@ablegamers.org

For details on the types of Certified APX Courses see the next page!

Who is the Course for?

EVERYONE!

The course improves the skills of:

Game Designers
UI/UX Designers
Visual Artists
Sound Designers
Narrative Designers
Programmers
Marketing/Sales
Producers

... and *anyone* involved in making, distributing, or studying games!

Public Courses

Our Public Certified APX Practitioner Courses are open to everyone!

Small Studio? Indie Developer? Sole game developer? Someone just interested in learning more about game accessibility? That's what our Public Courses are for!

Our Public Courses are scheduled as online classes that run monthly, and are in three different times:

East Coast – these courses run from 9am-4pm Eastern Time (EST/EDT)

West Coast – these courses run from 9am-4pm in Pacific Standard Time (PST/PDT)

Europe – meant to cater to those based in the EU, these courses run from 9am-4pm in Central European Time (CEST/CEDT)

While scheduled to run in specific time zone, anyone from anywhere the world can attend any class!

Price for Public Courses:

- **Individual Registration**: $2000 per participant

- **Group Registration (5 participants or more):** $1800 per participant

A schedule of Public Courses can be found at: **https://ablegamers.org/apxschedule**

Private Courses

Want to train a group of developers in your studio all at once? Contact us to set up a Private Certified APX Practitioner Course!

Our private courses feature the same learning content and exercises, though participants are from the same game studio giving the added benefit of deeper, studio-specific discussions (including being able to discuss APX in relation to specific, NDA-projects you are currently working on)

Private Courses are scheduled individually with each studio, ensuring that the days and times meet the needs of that studio, and can be run in two formats:

- **Online:** Get certified in APX along with your colleagues from anywhere in the world!

- **In-Studio:** Our expert APX trainers travel to YOUR studio to train you in person! *

Private courses require a minimum of 15 participants, starting at $1800 per participant – and all details are negotiable. In-studio has an added cost for trainer lodging. *During the pandemic, all class are online-only*

Have less than 15 people at your studio ready to learn APX? Sign them up for a Public Course!

Reach out to Steven Weitz, our Director of Professional Development,
at stevenweitz@ablegamers.org to schedule a Private APX Class!