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Proposing a Rating System for the Accessibility of Video Games

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Abstract

Video games have existed for over 50 years and in that time much has changed about them. Computers have gotten more powerful, screen resolution has gotten higher, and game design has been changed and iterated upon. Video games are one of the most profitable industries in the world, and yet modern day video games still lack some of the basic functionality that lets people play them. People with disabilities often struggle to comfortably play video games because of poor accessibility options. Many games lack subtitles or the ability to remap controls or even the ability to change the difficulty.

In this paper after researching various methods for rating disabilities and video games, I propose a system that assesses the accessibility of video games. By rating a game and displaying that rating to potential customers, it will allow disabled gamers to make more informed purchasing decisions, and not accidentally buy a game that they cannot play.