Accessibility Teardown and Re-Design

For this project we'll be using our knowledge of accessibility developed in the previous project along with some additional design experience in order to redesign a board game. Board games have exploded in popularity in recent years fueled by expanding complexity, themes, designs, and types of games. This diversity in game design and style is reflected by the growing diversity of game players and designers—and gives us an avenue to consider accessibility in design through games. The elements of a game—board, pieces, rules, printed components, branding, content, etc.—are all designed and can be examined through the lens of accessibility.

There is in fact a group in the UK who does just that. Let's examine how they break down a game like Catan for accessibility. Their guidelines will form the basis of our own examination.

The Meeple Like Us heuristic provides a number of lenses for studying the elements of a game from an accessibility standpoint. The lenses are:

Lens	**Potential Issues**
Visual accessibility	Color blindness, contrast, and font choice
Cognitive accessibility	Required literacy needed for the game, memory issues, and complexity
Emotional accessibility	Issues with frustration, challenge, upsetting themes, and how players can lose the game
Physical accessibility	Both gross and fine-grained motor skills for manipulating components or accessing the game board
Communication requirements	Reading level for the game and the extent to which players can/can't communicate with each other during the game
Socioeconomic accessibility	Cultural inclusion and economic considerations in the game, particularly in theme or artwork
Intersectional accessibility	Particular combinations of impairment may have additional impact

Once you've decided on a game, you'll want to play it a few times to start identifying potential areas to redesign for accessibility. You'll need to study at least three elements, and they can be studied through the same lens or different ones (such as looking at the game pieces from both the visual and physical accessibility lenses).

Once you've identified some elements to redesign, you'll want to document them with photographs. Try to capture the issues with the elements in your pictures and then prototype "fixes" to the issues using Photoshop and Illustrator. You can also document these changes using some of the accessibility tools we've practiced with in class, such as the Coblis color blindness simulator and Adobe's accessibility checker.

Submission details:

Your accessibility teardown in .pdf format including:

1. **A brief introduction to the game** (~500 words) explaining what the game is about and an overview of the theme, gameplay, and process of playing it. You may also want to discuss any sort of cultural context surrounding the game, especially if you think others in the class may not be familiar with it.
2. **An examination of 3 different elements of the game through one of the lenses**. For each of the three elements you choose, write ~500 words on what the issue entails. For each of these items you need to include two visuals as well: one item illustrating the issue and another prototyping your "fix" to the issue.
    a Your written analysis should clearly identify the game element you want to redesign and what issues you've found with the element through application of a lens. Then, while referring to your redesign images you should walk the reader through the changes you made to the element. What about your redesign has addressed the accessibility issues in the element?
    Example: components are too similar in size and design, so you recommend changing the components to more unique shapes or sizes.

    b For the illustrations, include photos you've taken of the game that highlight the issue you're identifying. For each prototype, use the programs we've used already in class (illustrator, photoshop) or accessibility programs we've looked at to model a fix for the issue.
    Example: to combat colorblindness issues you may want to recolor a selection of components from the game. Or to increase diversity in the game, you may redesign characters to reflect better cultural awareness. To combat unintuitive game pieces, you may redesign them for better touch/feel sensory input.