What is Universal Design?
It’s design that’s usable by all people, to the greatest extent possible, without the need for adaption or specialized design.

Universal Design Steps

**STEP 1  DEFINE**
Identify a problem; outline the constraints; explain the objective.

**STEP 2  RESEARCH**
Discover issues to address from people who are affected by a disability.
- Describe the diverse characteristics of potential members of the population for which the game is designed (e.g., kids with diverse characteristics with respect to gender, race; and disabilities, such as abilities to see, hear, read, and communicate).
- Consider and involve people with diverse characteristics in all phases of the development, implementation, and evaluation of the game.
- Also gain perspectives through research and utilizing reputable content (i.e. research on accessibility in gaming, diversity in gaming, etc.)
- Make these processes known with appropriate signage, publications, and websites.

**STEP 3  BRAINSTORM**
Come up with possible solutions. Generate a list of ideas. The more the better.

**STEP 4  DEVELOP**
Now it’s time to select a single idea. Create a visual sketch or prototype of your game.

**STEP 5  REVIEW**
Present your work to your teacher or mentor. Get all the feedback you can about your idea, the usability and concept.

**STEP 6  FINALIZE**
Time to put the finishing touches on the solution. Design your game for players’ use.

**STEP 7  EVALUATE**
Include your user audience. Get support from game players with disabilities. Evaluate the game with a diverse group of players, and make modifications based on feedback. Provide ways to collect input from players (e.g., online surveys, game testing).

Resources:
https://universaldesign.org/definition
https://universaldesign.org/process