

UNIVERSAL DESIGN

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>

