



Inclusive video game design ideas for a language course
Examples of teaching sessions and existing games

**Find and recommend
existing inclusive games to
your students**

Introduction

We propose in this factsheet:

- resources to find games that are very accessible to SLD players.
- Games designed to help players with SLDs practise exercises that help reduce their symptoms

What you should take into consideration

Non Serious games

Websites to find games adapted to learners with SLDs:

- oneoddgamergirl.net

Even though deafness is not an SLD, dysphasic students or those with auditory dyslexia can benefit from this website's content as well.

It is the blog of a deaf gamer girl. She proposes video game reviews that take into account accessibility of the games and how enjoyable it is when the player is deaf or hard of hearing. She also blogs about how games helped her with mental health.

- **The accessible games database**

A video game database that can be filtered by accessibility features.

Featured filters concern accessibility features (options) for motor skills, audition, colour, vision and general (cognitive) game parameters.

Streamers with disabilities

Another good way to find games is to follow streamers. The community they build can be helpful to get advice and to share experience. It is also an occasion to relate with people that share a condition.

Most streamers have a social media or discord account. It is the best way to stay connected and up-to-date with content related to their channel.

- **DeafGamersTV**

A deaf streamer testing and advocating for audio accessibility in games.

- **Obsrattlehead**

It is a blind streamer, very well ranking in versus fighting games competitions.

- **MikeTheQuad**

After a spinal cord injury, this streamer began using adaptative gaming controllers.

You can find streamers with SLDs on **Twitch** thanks to the newly added **tags: Dyslexia, Dyspraxia, Dyscalculia and Dysgraphia.**

Top non-serious games for people with intellectual disabilities

Since most games rely on problem-solving, players with intellectual disabilities can have hard time playing them.

But some games made a great effort in accessibility, or are slow-paced and calm enough to let everyone enjoy them. Here is a small list of such games.

- **Minecraft**

Microsoft has released an educational version of [Minecraft](#). It proposes courses on different subjects, which makes it almost a serious game. However, the original version is already great to build together. Players must organise themselves to find resources, craft and build to survive.

- **Animal Crossing**

[One of Nintendo's best-selling games](#) is cosy and soothing. It lets players customize their houses, and live inside a small island community. They can also visit each other's islands.

- **Ring fit adventure**

[Ring fit adventure](#) is a sports game. The game is very accessible thanks to a cartoony art with a good colour palette. Every action is explained thoroughly. Get prepared to sweat, the sportive value of the game is to be taken seriously!

- **Flower**

[Flower](#) is a game made to put the player in the "flow" state. It is very relaxing, almost meditative and quite enjoyable. It's also very accessible which makes it a very nice pick.

Serious games

Games for dyslexia

- **FastForWord**

[It](#) is a research-based software to help learners with dyslexia and cognitive disabilities rewire their brain to learn English.

The games have different levels and tackle different skills required to learn English. The target age ranges from 5 years old to 5th grade/10 years old.

- **Draw Something**

[It](#) is a social drawing and guessing game, much like *Pictionary*, but with the added twist of lettered blocks.

It's aimed at 7 years old, but older dyslexic players can use it to train themselves.

- **Words with Friends 1 or 2**

In [this game](#) where you have to spell words. The more complex the word, the more points the player can obtain.

- **Dyslexia gold – Engaging Eyes**

[These games](#) are targeted at training the eyes of players with Dyslexia.

Games for intellectual disabilities

- **Tover.care games**

The [games](#) are research-based to help stimulate players with cognitive disabilities. The games require a projector device that displays the game on a table and detects player interactions.

Conclusion

Gaming is for everyone. We introduced some games that are accessible for players with cognitive disabilities. Most games nowadays invest efforts in accessibility features. These are referenced in the [accessible games database](#). Some games go further and are a good way to help players with SLDs practice (

<https://www.speedreadinglounge.com/dyslexia-games>,

https://kids.lovetoknow.com/wiki/Games_for_Learning_Disabled_Children,

<https://www.tover.care/uk/games-adults-intellectual-disabilities>).

Resources and references:

- Stoner, G. (2021, May 28). Meet the disabled streamers who are transforming the industry. Wired.com Retrieved from <https://www.wired.com/story/disabled-streamers-transforming-games-industry/>
- Ways, M. (2022, February 21). 22 Dyslexia Games to Improve Learning. Speed reading lounge Retrieved from <https://www.speedreadinglounge.com/dyslexia-games>
- (n.a.). (n.d.). Blog of Deaf Gamer Girl, Best Mmorpgs, Esports, Favourite Games. One Odd Gamer Girl Retrieved from <https://www.oneoddgamergirl.net/>
- Heaton, A, P. (2021, October). New Database Allows Players to Search for Games with Accessibility Features. gamerant.com Retrieved from <https://gamerant.com/new-database-search-games-with-accessibility-features/>
- Soard, L. (n.d.). Game Websites for Learning-Disabled Children. Lovatoknow.com Retrieved from https://kids.lovetoknow.com/wiki/Games_for_Learning_Disabled_Children
- Top 5 Games for People With Intellectual Disabilities. (2020, May 12). baddour.org Retrieved from <https://www.baddour.org/blog/posts/top-5-video-games-for-people-with-intellectual-disabilities>



Co-funded by the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2021-1-BE01-KA220-SCH-000027783

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-nc-sa/4.0/>).

Learn more about D-ESL at: <https://www.d-esl.eu>