Audio Description and Video Games: Results from a Survey and Interviews in Spain

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Game accessibility

Game accessibility prevents or removes barriers between the player and the game.

Players with visual disabilities

Barriers	Strategies
Visual stimuli	Games with no visuals
Small fonts and icons	Human aid
System accessibility	Memory
	Accessibility features

Accessibility features

- Screen magnifier

- Zoom

- Screen reader

- Difficulty options

- Assist mode

- Bypassing sections

Audio Description?

Game AD today

Non-interactive sections:

- Cutscenes

- Trailers

Game AD today

Interactive sections:

- Scenarios, characters

- Action

- Combined with TTS

The interactivity issue

- Non-linearity
- Time constraints
- Integration of AD with other game sounds
- Technical implementation
- Linguistic challenges

(Mangiron & Zhang, 2022)

User preferences moving forward

- Are players interested in using AD in video games?
- How do they imagine this type of AD?
- How may it impact the gaming experience?

RAD project

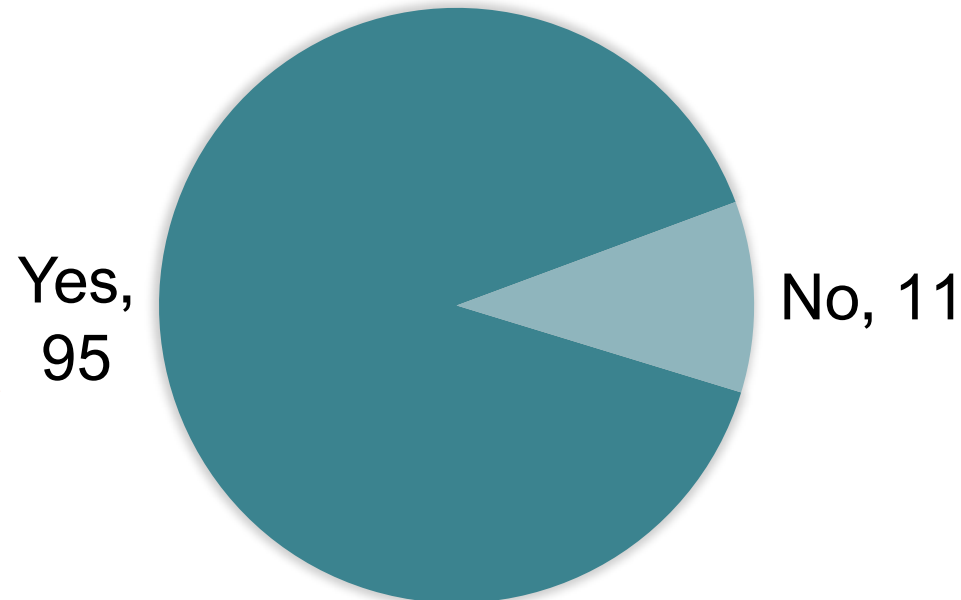| Survey	Interviews
106 participants	15 participants

- Players and non-players
- Blind and with low vision
- Living in Spain
- Over 18 years old

Survey results

ARE YOU INTERESTED IN PLAYING
GAMES WITH AD? (N = 106)

94.7% of AD users

77.4% of non-AD users

86.2% of players

93.8% of non-players

Yes, 95

No, 11

Issues raised in the interviews

AD as the main accessibility feature	AD combined with TTS, sound cues and haptics
AD triggered by the user	AD triggered by objects or events
AD in settings	AD as downloadable content

" Blind player (32, M)

For game AD to work in real time, it should be perfectly synchronized with the game, so that players have enough time to react.

> **Blind non-player (45, M)**
>
> AD should describe only what is not accessible through other sounds, so that it is not overwhelming.

Benefits of game AD

Benefit	Frequency
Comprehension	42.2%
Interaction, immersion and orientation	31.4%
Socialisation with peers	26.4%

Final thoughts

- Results show that players and non-players with visual disabilities are interested in game AD.

- Solutions already exist, they just need to be made available in games.

- Engaging users in accessibility design and testing is key for inclusivity.

Thank you!

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