

ARSAD – 21 April 2023

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

María Eugenia Larreina

mariaeugenia.larreina@uab.cat

Carme Mangiron

carme.mangiron@uab.cat

Universitat Autònoma de Barcelona

UAB

Universitat Autònoma
de Barcelona

Rad

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Game accessibility

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



Players with visual disabilities

Barriers

Visual stimuli

Small fonts and icons

System accessibility

Strategies

Games with no visuals

Human aid

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

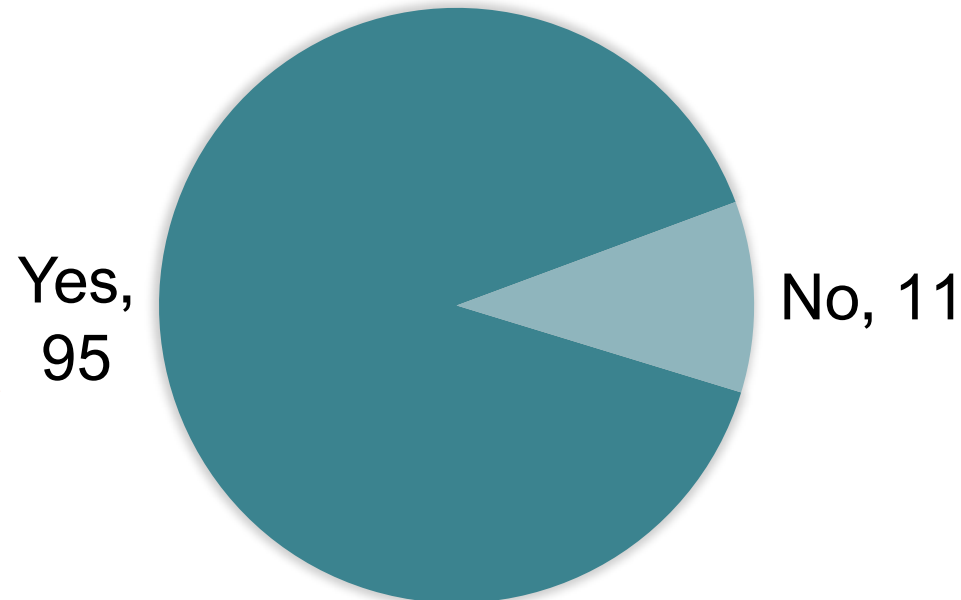
- Players and non-players
- Blind and with low vision
- Living in Spain
- Over 18 years old

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



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!

María Eugenia Larreina

mariaeugenia.larreina@uab.cat

Carme Mangiron

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Universitat Autònoma de Barcelona

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