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2005-102

- Loi n° 2005-102 du 11 février 2005
« pour l'égalité des droits et des chances, la participation et la citoyenneté des personnes handicapées »
- « Constitue un handicap, au sens de la présente loi, toute limitation d'activité ou restriction de participation à la vie en société subie dans son environnement par une personne en raison d'une altération substantielle, durable ou définitive d'une ou plusieurs fonctions physiques, sensorielles, mentales, cognitives ou psychiques, d'un polyhandicap ou d'un trouble de santé invalidant »

2005-102

La personne handicapée a droit à la compensation des conséquences de son handicap quels que soient l'origine et la nature de sa déficience, son âge ou son mode de vie.

Accessibilité ?

Les États Parties prennent également des mesures appropriées pour :

[...]

g) Promouvoir l'accès des personnes handicapées aux nouveaux systèmes et technologies de l'information et de la communication, y compris l'internet;

h) Promouvoir l'étude, la mise au point, la production et la diffusion de systèmes et technologies de l'information et de la communication à un stade précoce, de façon à en assurer l'accessibilité à un coût minimal.

Le Parlement européen veut plus de livres accessibles

Seuls 5% des livres sont actuellement accessibles aux personnes aveugles dans les pays riches, et moins de 1% dans les pays pauvres.

Ce constat a poussé le Parlement européen à adopter une résolution, le 16 février 2012, invitant le Conseil et la Commission à se prononcer en faveur d'un traité international juridiquement contraignant.

Autrement dit, le Parlement réclame une dérogation spécifique aux règles du droit d'auteur.

Accessibilité en Europe

« En Europe, près de 80 millions de personnes handicapées sont directement concernées par ces questions d'accessibilité.

Pour y répondre, il n'est pas nécessaire de développer des solutions pour chaque situation.

Bien au contraire, il existe des standards internationaux auxquels se conformer. Respecter ces bonnes pratiques communes permet d'assurer l'accès à l'information pour tous, sans exception. »

48% des dépenses en ligne sont réalisées par les seniors

(en France)

En 2010, 15 milliards d'euros ont été dépensés, en ligne, par les plus de 50 ans, représentant 9,2 millions de personnes.

Players With Disabilities Play Longer, More Often, And For Different Reasons

Tens of millions of disabled consumers have gravitated to "casual" video games as a source of relief or distraction from their infirmities, as well as a sense of accomplishment or belonging, according to a new survey conducted by Information Solutions Group on behalf of PopCap Games.

According to the survey, more than one in five (20.5%) players of casual video games have a physical, mental or developmental disability; this compares to 15.1% of the American population overall who are disabled, according to the latest U.S. Census data.

Over three quarters of the more than 2,700 disabled consumers who participated in the study described their disabilities as "moderate" or "severe," and the benefits to, and methods of play by, disabled gamers vary considerably from those of non-disabled casual gamers.

More Than 10% Have Had Casual Games Prescribed or Recommended By A Doctor

<http://www.prnewswire.com/news-releases/survey-disabled-gamers-comprise-20-of-casual-video-games-audience-57442172.html>

15-20% of gamers are disabled (PopCap).

Other conditions that aren't registered disabilities can also hit barriers.

15% of the adult population have a reading age of below 11 years old
(NCES / BIS)

8% of males have red-green colour deficiency (AAO),

etc.

Unijambiste vs DDR



« When my injury happened, I got extremely depressed. Because I had no finger movement, I figured there was nothing I could really do any more. Eventually I found help to mod a controller. Thanks to remapping options I've been gaming ever since »

**Manny Wooden, gamer & online FPS fan.
Also quadriplegic.**

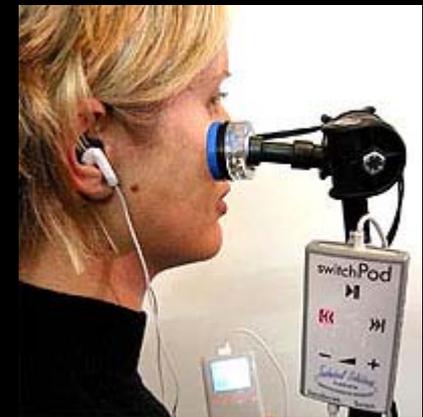
<http://gameaccessibilityguidelines.com/why-and-how>

Myopathie vs WOW



Leviers de l'accessibilité

- Interfaces (SW & HW)
 - Connaissance de l'existant



Leviers de l'accessibilité

- Game design
 - *Nouvelles contraintes, booster de la créativité ?*





CONCOURS
II CREATION
JEU VIDEO ACCESSIBLE

Choix libre de l'accessibilité développée
Pas de restriction sur les participants

Appel (en français): octobre 2011

Déclaration d'intention : décembre 2011

Rendu prototype : mi-mai 2012

27 déclarations reçues

16 protos déposés



CONCOURS
II CREATION
JEU VIDEO ACCESSIBLE

Classement et prix du jury JVA 2012 :

Evil Blind Mutant Monster Attack (France) - Prix du jury JVA 2012

Emphase (France)

MOTUS 2011 (France)

One Switch Audio Tic Tac Toe (Canada)

Dolphin Dreams (Hollande)

Prix du Public

Les cinq finalistes du concours JVA 2012 sélectionnés par le jury ont été en démonstration sur trois grandes manifestations :

Salon Autonomic

Bains Numériques

Le 104 (Futur en Seine)



CONCOURS
II CREATION
JEU VIDEO ACCESSIBLE



A venir: **JVA 2014**



Picture from

<http://oneswitch.org.uk/game-access.htm>

INCLUDIFICATION.

Welcome to Includification - Actionable Game Accessibility

Welcome to the AbleGamers Foundation's **Game Accessibility Guidelines**, written by developers, and gamers with disabilities. We hope you will use this website as a resource tool to answer questions you might have about adding accessibility to your game.

The information you will find on this website is the culmination of nearly a decade of research, review, experiments and first-hand experience by gamers with disabilities who live with these problems every day.

If there's one thing you take away from our guidelines, please remember that everyone has a different way of playing. There is no one right or wrong way of playing with a disability. As disabled gamers, we just want to be able to play the game and sometimes that means accessibility options are a must.

None of the suggestions you find in these pages will negatively affect the design of your game in any way, shape or form. The guidelines are simply ways that you can enable those with disabilities to enjoy the content you are producing. Remember, accessibility options are just that, options. Make the options available for those who need them and those who don't need the options won't even know they are there.

Make it a priority to include accessibility, and you'll find yourself an audience that truly appreciates the extra effort. In the world of disability, small changes can make a big difference.

Let's Get Started



Mobility



Hearing

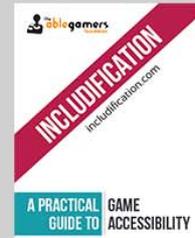


Vision



Cognitive

Get the Document



Click or Right-Click and select "save link as..." to save the document

About AbleGamers

Representing over 33 million gamers with disabilities, The AbleGamers Foundation is a 501(c)(3) nonprofit organization that enables people with disabilities in video games. For nearly a decade, AbleGamers has helped countless gamers with disabilities either return to games after a traumatic injury or

Game Accessibility links

- [Group home](#)
- [Group forums](#)
- [Group blog archives](#)
- [Volunteers / Alumni](#)
- [Access rules](#)

Join this group

- You must [register](#)/[login](#) in order to post into this group.

Subgroups

- [Gamers with Disabilities](#)
- [Parents of Children with Disabilities](#)
- [Game Accessibility SIG Voting Group](#)
- [Game Accessibility SIG Voting Group's wiki main page](#)

[Home](#) > [Groups](#)

Game Accessibility

Hello everyone!

The Game Accessibility SIG has moved off the IGDA website and onto our own website!

igda-gasig.org!

If you're interested in our latest news, please go there!

And if you're interested in becoming a member, please go and sign up for our email list at [here!](#)

Thank you!

P.S. If you have any troubles while trying to join, please email Tara Tefertiller at ttefertiller@igda-gasig.org.

Google™ Custom Search

Group event calendar

June						
S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Next group event

To be announced

News / updates

There are no public news item in this group. You may need to be a member to see the news (see Access rules).

 [Post to Twitter](#)



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node_access entries for nodes shown on this page

Reach more gamers

make your game accessible

Contribute in your preferred code language. There are now two repositories, one for Java and one for Unity3D JS and/or C#. This is a work in progress and we are all volunteers and non-profit.

[Start coding](#)

Thanks to
7-128 Software
for the Dark Utilities
in the `java_access` git



Game Accessibility Code is licensed under a [Creative Commons Attribution-ShareAlike 2.5 Sweden License](#) unless otherwise stated.

Game Accessibility Guidelines

The Game Accessibility Code is currently built upon the [Game Accessibility Guidelines](#). Other guidelines to consider going forward are e.g. [Includification](#) and [MediaLT](#).

Github

Code is managed by Github - a social coding tool. See [Unity3D Git](#) or [Java Git](#)

Developer Community

A good starting point is to join International Game Developers Association (IGDA) Game Accessibility SIG. Many other user oriented communities exists. Find out more here: [igda-gasig.org](#)

Jumpstart AbleGamers ToGo

Enabling children, adults and veterans stuck in hospitals and care facilities is a top priority. Help us bring the enjoyment of video games directly to those who need it the most with a giant mobile Arcade.

Search AbleGamers

The AbleGamers Foundation



The AbleGamers Foundation is a 501(C)(3) public charity enabling children and adults with disabilities to enjoy the world of video games. In a world filled with barriers, video games provide a way to help level the playing field and increase the quality of life for people with disabilities.

We believe there should be no barriers to fun. Through our original accessible game review database, community groups and Accessibility Arcades™, we empower those in the disability community by providing equipment and advice on how to play the same games as family and friends with a little help.

Latest Accessibility Reviews

3.0



Thomas Was Alone (PS3)

7.3



Injustice: Gods Among Us (PS3)

5.9

**Donate****Get Help**

Latest News

GRID



LIST

More Thoughts on Xbox One **4**

May 23, 2013

Thoughts on Xbox One **1**

May 22, 2013

Total Access: The Magical Gathering

Apr 19, 2013

Total Access: The Reboot

« Accessible game of the year award »

En 2012, c'est la version PC de FIFA 13 qui a reçu le titre de « Jeu de l'année le plus accessible ».

Il permet en effet aux joueurs atteints de déficiences motrices de ne jouer qu'avec la souris ou un trackball. Il offre également la possibilité de redéfinir toutes les touches, de mettre au point différentes tactiques automatiques et de modifier couleurs et contrastes.

Mais la nouveauté la plus appréciable, c'est l'option mode de jeu ralenti.

Une mention honorable revient également à deux autres titres : XCOM Enemy Unknown et Colour Bind.

<http://www.ablegamers.com/>

