

IV. CONCLUSION

Accessibility in video games is starting to gain followers and more and more initiatives are being developed that allow people with disabilities to participate in more elements of society. Accessibility is not a common implemented functionality in the video game development industry, because of it is not a main characteristic at develop time. Only themes with large trajectory and a big community perform these options in order to engage more and more players.

UAP is a strong tool for accessible video games development, due to the possibility to apply it on several platforms like Android and iOS by the usage of TalkBack and VoiceOver. Because of its multi-platform characteristics, is highly recommended and should be one of the principal considerations now to develop an accessible game. Based on results it could be concluded that common players have never tried accessibility functions on a game before, also there is not strong knowledge about what accessible games means. In addition, it is deductible that the developed game does not show any difficulty to tested players, the solution for this event is: a better project planning and level designing.

It should be emphasized that entertainment as an education approach it is totally wasted. Nowadays people still thinking that video games are only a distraction or are catalogued just as a funny way to spending time. Causing the lack of use for all the possible educational uses they may have. After all, mixing fun with apprenticeship is a better way to learn. Accessibility should be one of the most important areas for developers to add into their technologies and applications in order to improve and provide an easily daily life for all gamers. In other words, it shall be humanity's duty to research and develop prototypes that benefit the interaction between humans and technology.

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