Game Accessibility Guidelines — A Free, Tiered Industry Reference Since 2012, Now the Benchmark Researchers Use to Audit Top Games

Digital Inclusion · Good practice · United Kingdom

Quality score: 72/100

Evidence strength: Strong

Summary

Free guidelines drafted in 2012 by studios, specialists and academics, tiered Basic/Intermediate/Advanced. A 2026 peer-reviewed audit of 30 top Steam games against 24 basic items found only about two-thirds fully implemented.

Key dimensions

Dimension	Score
Innovation level	3/5
Sustainability (ongoing)	1/1
Evaluation evidence	1/1
Demonstrated reach	0/1
Documented learning	1/1

Evaluated by C-NAPSE

Data sources

C-NAPSE web research — accessed 2026-11-22

Game Accessibility Guidelines group (Blitz Games Studios, Headstrong Games, Aardman Digital, Stockholm University; led by Ian Hamilton) — accessed 2026-11-22

Game Accessibility Guidelines — accessed 2026-11-22

MCV: launch of the guidelines (2012) — accessed 2026-11-22

Tampere University PlayLab: State of Accessibility in the Most Played Games — accessed 2026-11-22

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