

POSTER

Work and Leisure

J. DUPIRE, A.A. SPONSELEE. *Elderly people, video games and accessibility - When old, I will (still) be a gamer. Gerontechnology 2018;17(Suppl):197s; <https://doi.org/10.4017/gt.2018.17.s.192.00>* **Purpose** Originally designed for entertainment purposes and dedicated to a young population of gamers, video games have grown up during the last decades. As a consequence, the variety of the population concerned with video games has changed as well. Until now, the target group of elderly people had never been privileged by the industry, whereas the first generations related to the video game (currently between 40 and 50 y.o.) are growing older and will become the next challenge of the video game industry. On one hand, it raises a lot of questions about video games accessibility. How do we ensure that older gamers have or keep access to video games? On the other hand, even though some researchers recently studied the relationship between video games and elderly people¹, it was (and still is) mostly in the context of serious or applied games ('games with a purpose'). Only a few of them^{2,3} have addressed the issues of fun and player engagement for older players. However, both are needed to ensure a good user experience. **Methods** To study the difficulty of making a game accessible without altering the gameplay (and thus, the fun component), a literature review on usability and game accessibility and their interaction with game design is conducted, along with a study on gaming among elderly players regarding gameplay and accessibility. In addition, a literature review is conducted on the preferences or expectations of older gamers which provides relevant directions to implement accessible game designs. **Results & Discussion** Research on game design for elderly people has to be emphasized (at least for the demographic reason cited before), especially in order to become a source of inspiration to design or identify best practices that could be generalized for the improvement of inclusion (meaning everybody, not only the inclusion of elderly people) in the mainstream video game production. Indeed, if a game design fits for older gamers, it means that the content and gameplay is relevant, engaging, and/or fun for this population and is accessible to them (from a cognitive, motor and/or sensory point of view). It led us to propose new directions to the existing game accessibility guidelines (e.g. <https://www.includification.com/> and <http://gameaccessibilityguidelines.com/>).

References

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