Other Accessibility Checklist

UI/UX Considerations (for Apps^, Video Games*, Websites°)

- ☐ Can users change the navigation method?**^*°**
- ☐ Can users manage and set different input methods (mapping to certain key shortcuts, using one button for certain actions, voice commands)?**^***
- ☐ Can players adjust haptic feedback (able to control intensity, enable/disable)?*****
- ☐ Can sensitive content be disabled (ex: sensitive images, gore, profanity)?**^*°**
- ☐ Are there alternative ways to view and experience the content?**^*°**
- ☐ Can users change customizations via sliders?^*
- ☐ Can players change the difficulty of the game?*
- ☐ Is there the option to navigate by keyboard or controller only?*°

Content Considerations

- ☐ Has the content been checked for archaic or offensive terms for disability?
- ☐ Does the content portray disability in a positive way (avoiding stereotypes)?
- ☐ Are there trigger warnings for content that may be triggering or upsetting?

Product/Brand Interaction

- ☐ Is the product easy to open?
- ☐ Is the product easy to use or come with explanations that easily explain its use?
- ☐ Are help pages and FAQs written with descriptive, clear language?
- ☐ Are there resources available for users with disabilities to receive customer support?