



**GDA**

Green Digital Accessibility

# Is playing for environmental awareness for all?

---

María Eugenia Larreina (UAB)

Chiara Gunella (UAB)



# Introduction

---

- **Limited knowledge about sustainability** prevents an increase in individual actions to protect the environment (Gifford, 2011).
- **Environmental video games** educate the player about issues related to the environment and sustainability. Interactivity may contribute to the players' perception of being the **driver of change**. In-game experiences may suggest **reflection on out-game experiences**.

# Are we ensuring that environmental video games are accessible for all?

---

# Game accessibility

---

For environmental video games to change individual or structural behaviours, every person should be able to play them.

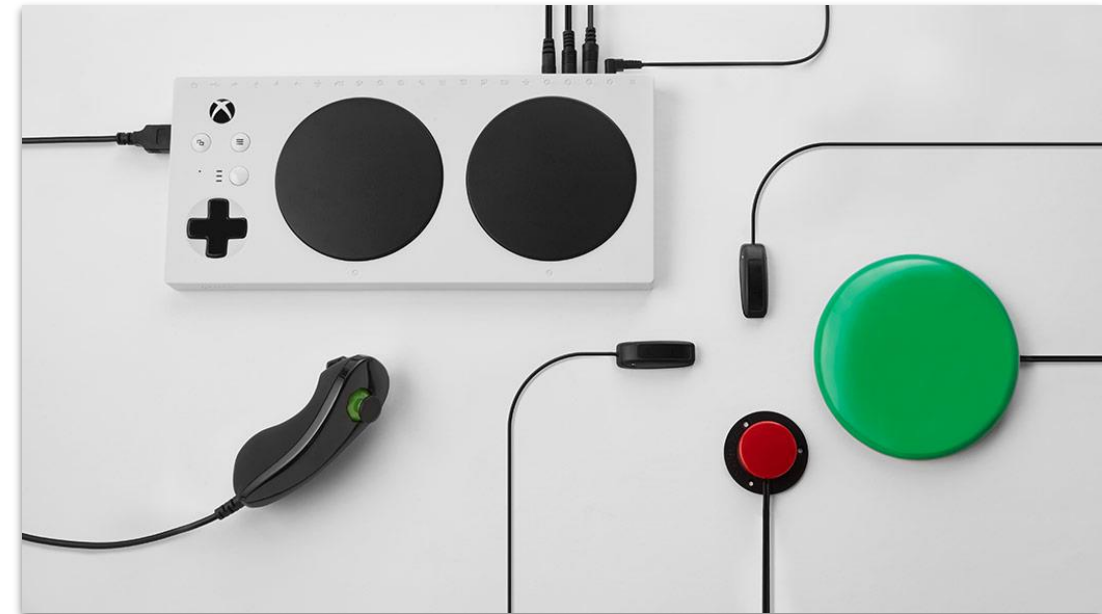


Photo: Xbox Adaptive Controller for players with motor disabilities.

# Methodology

---

Analysis of three environmental video games according to

- Potential to raise environmental awareness: content analysis
- Accessibility: compliance with Game Accessibility Guidelines



# The Sims 4: Eco Lifestyle

Evaluation	Accessibility
<b>Pros</b>	Basic PC accessibility features
<b>Cons</b>	Advanced accessibility provided by modifications



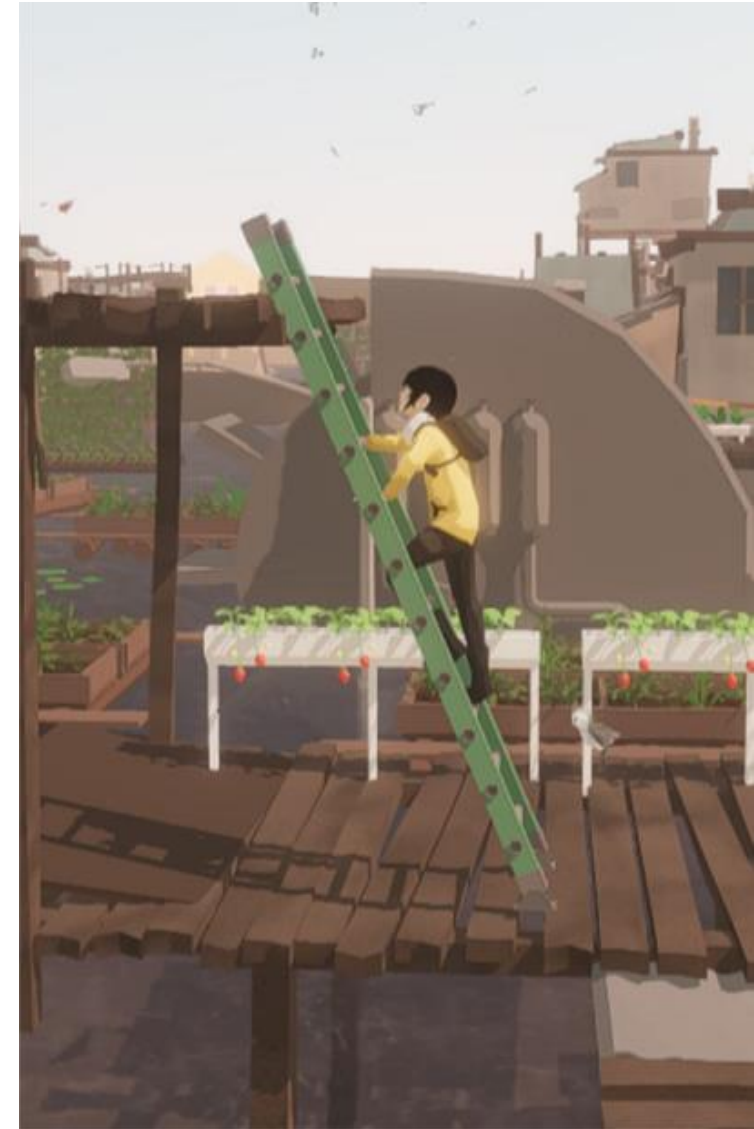
# Alba: a Wildlife Adventure

Evaluation	Accessibility
<b>Pros</b>	Straightforward controls and mechanics
<b>Cons</b>	Lack of visual and motor accessibility



# Plasticity

Evaluation	Accessibility
<b>Pros</b>	May be played without access to sound and text
<b>Cons</b>	Lack of specific accessibility features





# Final thoughts

---

- Video games may potentially raise environmental awareness.
- Analysed video games lack focus on accessibility.
- Inclusivity is needed in every step towards social change.



# Thank you!

---

María Eugenia Larreina

[mariaeugenia.larreina@uab.cat](mailto:mariaeugenia.larreina@uab.cat)

Chiara Gunella

[chiara.gunella@uab.cat](mailto:chiara.gunella@uab.cat)

# References

---

Electronic Arts. (2020). *The Sims 4: Eco-Lifestyle*. [Video game].

Ellis, B., Ford-Williams, G., Graham, L., Grammenos, D., Hamilton, I., Headstrong Games, Lee, E., Manion, J., & Westin, T. (2017). *Game accessibility guidelines*. <https://gameaccessibilityguidelines.com/>

Gifford, R. (2011). The dragons of inaction: psychological barriers that limit climate change mitigation and adaptation. *The American Psychologist*, 66(4), 290–302. <https://doi.org/10.1037/A0023566>

Plasticity Games. (2019). *Plasticity*. [Video game].

Us Two, & Plugin Digital. (2020). *Alba: A Wildlife Adventure*. [Video game].

# Disclaimer

---

TransMedia Catalonia is a research group funded by Secretaria d'Universitats i Recerca del Departament d'Empresa i Coneixement de la Generalitat de Catalunya, under the SGR funding scheme (ref. code 2017SGR113).

Texts, marks, logos, names, graphics, images, photographs, illustrations, artwork, audio clips, video clips, and software copyrighted by their respective owners are used on these slides for personal, educational and non-commercial purposes only. Use of any copyrighted material is not authorized without the written consent of the copyright holder. Every effort has been made to respect the copyrights of other parties. If you believe that your copyright has been misused, please direct your correspondence to: [mariaeugenia.larreina@uab.cat](mailto:mariaeugenia.larreina@uab.cat) stating your position and we shall endeavour to correct any misuse as early as possible.

This document and its contents reflect the views only of the authors. TransMedia Catalonia cannot be held responsible for any use which may be made of the information contained therein.

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License.