

Ranking the five best video games for inclusive play...



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Credit: Steam

1 The Last of Us Part II

The gold standard in accessibility features

This critically acclaimed title leads the pack with 50 plus accessibility options, covering vision, hearing, and motor needs.

It includes fully customisable controls, high-contrast display modes for low vision, built-in text-to-speech narration, and even puzzle-skipping and motion-sickness adjustments.

What sets it apart is not just the range of features, but how they're seamlessly integrated into the gameplay without compromising the experience.

For players with disabilities, it sets a powerful example of what AAA accessibility should look like: AAA signifies the highest rating of online accessibility.

2 Minecraft

A creative sandbox that puts the player in control

Minecraft's accessibility lies in its customisable pace and adaptability. It supports adaptive controllers and is compatible with multiple input devices, including eye-tracking and one-handed setups.

Players can choose peaceful modes, build without pressure, or engage in multiplayer with friends.

The open-world structure and lack of required combat make it approachable for many with motor or cognitive impairments, while community mods and accessibility packs expand its possibilities even further.



Credit: Steam



Credit: Mojang studios

3 Forza Horizon 5

High-speed thrills with thoughtful accessibility design

Forza Horizon 5 is one of the most inclusive racing games to date, offering one-handed mode, text-to-speech, and extensive controller remapping. It's compatible with the Xbox Adaptive Controller, allowing players to craft setups that work for their specific needs.

The driving assists, steering aid, and braking automation also make the game approachable for players with varying mobility levels, without sacrificing the fun of a racing game.



Credit: Microsoft

4 Sea of Thieves

Accessible adventures on the high seas

Sea of Thieves includes several thoughtful accessibility features such as single-stick steering, text-to-speech for chat, and narration of menu options.

It also offers colourblind settings, subtitle scaling, and various motor accessibility options. The game's cooperative nature encourages players to take on different roles on a ship, meaning players can contribute in ways that suit their abilities. However, the real-time multiplayer setting and unpredictable challenges may be overwhelming for some.

Credit: Nintendo



5 Animal Crossing: New Horizons

Relaxed, low-pressure play that's friendly to many

Animal Crossing's accessibility comes from its gentle pacing, simple control scheme, and nonlinear gameplay.

Players can play at their own speed with no time pressure or risk of failure.

The visuals are clean, the tasks are intuitive, and there's flexibility in how you interact with the game.

However, its accessibility is more passive - lacking in-depth settings for players with hearing, vision, or significant motor challenges.

