

Gaming for all: the importance of accessibility in video games

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Title: Gaming for All: The Importance of Accessibility in Video Games

Abstract: The COVID-19 pandemic highlighted the role of video games as a method of supporting mental health and reducing social isolation. However, not everyone has equal access to gaming, particularly those with accessibility issues. This talk emphasises the importance of accessibility in games and explores how the games industry can work together to create accessible gaming experiences. By prioritising accessibility, it is possible to create a more inclusive gaming community.

Biography: Dr Lynsay Shepherd is a Lecturer in Cybersecurity and Human-Computer Interaction in the School of Design and Informatics at Abertay University and has a PhD in Usable Security. She is a SPRITE+ Expert Fellow and Deputy Lead for Human Interaction and User Experience at Abertay. Her research focuses on applied research on the human aspects of cybersecurity, investigating how people interact with emerging technologies, and their behaviour in the context of secure interactions.