

Barrier removal measures (checklist)

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Game boards, game pieces, etc.

- A game board made of splinter-free wood is more comfortable and durable than cardboard
- Make the fields on the board as indentations for the game pieces.
- Tactile markings to connect areas that are to be played one after the other
- Tactile markings can also be used to separate evenly spaced fields, e.g. with grooves
- Make different fields distinguishable, e.g. by different heights.
- Plug-in system for fields, with a pin at the bottom of the playing pieces
- Game pieces made of splinter-free wood are comfortable and durable
- Game pieces should have simple and easily distinguishable shapes
- Even with clearly distinguishable shapes, additional tactile differentiation, e.g. of the pieces belonging to different players, may be necessary
- Game pieces should not be too small or delicate.
- Dice should not be too small with good tactility, preferably special dice for the visually impaired
- Avoid sharp edges on all game elements

Playing cards and auxiliary cards (e.g. "event cards")

- Cards made of plastic are more durable than those made of cardboard
- Lettering in large print, supported by tactile features
- Braille or other embossing on cards must not be visible from the reverse side

Game instructions

- Instructions in sufficiently large, sans-serif font, preferably in green or grey
- On opaque, slightly tinted paper

- Symbols should be enlarged, illustrations not too small and not too detailed, with clearly visible contours
- If applicable, also in Braille with not too small characters.

Overall colour and design

- Use colours with different brightness levels, if necessary supported by additional tactile features
- Text and numbers tactilely recognisable, e.g. in Braille
- Visual elements should be large and have clear shapes
- Symbols etc. should be as light as possible on a dark background, ideally yellow on dark grey or black
- If applicable, use a plug-in system for point scores
- Sound elements can be used to indicate elements

Gameplay elements to avoid

- Avoid prerequisite of spatial awareness
- Avoid prerequisite of spatial hearing
- Avoid the need for facial expressions and gestures.

Packaging

- Haptically pleasant material without risk of injury
- Mark with large, easily recognisable symbols and tactile features