Design Prompts

Use these prompts during ideation or co-creation sessions to challenge assumptions, uncover barriers, and improve designs for diverse players.

1. **Pick 2 prompts**
   Choose at least two questions that feel most relevant to your game features, player experience or planned impact.
2. **Discuss together**
   Identify possible points of exclusion or friction and propose one design improvement for each one.
3. **Share back**
   Present your insights and explain how the design could become more inclusive.

Prompt 1

Player Identity & Experience

- Who might feel excluded from this experience? *(e.g. cultural differences, minority belonging)*
- What happens when players' abilities temporarily change? *(e.g. fatigue, injury, stress, vision changes)*
- What assumptions are we making about player skills, knowledge, or prior experience?
- How can players personalize their experience, language, difficulty, or interface?

Prompt 2

Play Context & Situations

- Can this experience support short or interrupted play sessions? *(e.g. pause, resume or return to game without losing context)*
- What happens if the player is distracted, stressed, or under time pressure? *(e.g. adaptive difficulty of game challenges)*
- Does this work across different play conditions? *(e.g. noisy environments)*

Prompt 3

Abilities & Accessibility

- How can this experience support diverse players?
- What alternatives exist for audio, visual, or motor interaction?
- Can players customize controls, inputs, and feedback?
- Are accessibility options easy to find and use?

Prompt 4

Interaction & Feedback

- Is the feedback clear, supportive, and easy to understand?
- Can players recover easily from mistakes?
- Is help, onboarding, or guidance available when needed?
- Can players provide feedback or report friction?

Prompt 5

Performance & Resilience

- What happens on low-spec devices or unstable internet connections?
- Is player progress consistently saved and protected?
- Does this experience adapt well across screen sizes and setups?
- Does the experience remain usable at any point in play?

Key Takeaways

By the end of this activity, teams should identify potential exclusion points, overlooked player needs and design improvements to create a more inclusive game.

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Design by **Reyes Fernández Medina**

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