U*CD

Quick Check for Digital Games

Before you ship your game or feature, use this quick check to ensure your game works across diverse players, contexts, and abilities.

Are users able to play?

1 Player Identity & Experience

- [ ] Content reflects diverse identities and cultures
- [ ] Language and instructions are clear and inclusive
- [ ] No assumptions about player experience or knowledge
- [ ] Players can personalize (e.g., language, difficulty, UI)

2 Play Context & Situations

- [ ] Supports short sessions, pauses, and interruptions
- [ ] Playable under stress, distractions, or time pressure
- [ ] Works across devices and environments
- [ ] Difficulty and pacing can adapt to players

3 Player Abilities & Accessibility

- [ ] Info available in text, visual, audio, or haptic formats
- [ ] Subtitles and alternatives for audio cues are provided
- [ ] Controls are customizable (remapping, sensitivity)
- [ ] Supports multiple input methods: controller, keyboard, assistive tech, screen readers...

4 Interaction & Feedback

- [ ] Clear feedback for actions (not color-only)
- [ ] Interface is simple, predictable, and consistent
- [ ] Guidance or onboarding is available when needed
- [ ] Mistakes are recoverable (retry, checkpoints)

5 Performance & Resilience

- [ ] Runs on low-spec devices and unstable connections
- [ ] Progress is saved and protected
- [ ] UI works across devices and screen sizes
- [ ] Accessibility settings are saved

If most **boxes are checked**, your game is likely **inclusive and accessible**. If not, revisit where players may be excluded and iterate before release.

U*CD is not about the “average player”, it is about designing for player diversity.

Learn more in the **iGame Design Guide**

This poster was created by **Raising the Floor** within the framework of the **iGame project**
igameproject.eu

Design by **Reyes Fernández Medina**

Funded by the European Union

Disclaimer: Funded by the European Union GA n. 101132449. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or European Research Executive Agency (REA). Neither the European Union nor the granting authority can be held responsible for them.