# The U✕CD Toolkit:
# Facilitation Guide

Follow these 4 steps to design more inclusive games
for diverse players, contexts, and abilities.

1 *Kick-off* → 2 *Ideation* → 3 *Development* → 4 *Validation*

## POSTER

### Build awareness

Introduction to inclusive design, exploring player diversity, identity, context, and abilities.

**How to use**

Start a discussion:
Who might be excluded from this game?

**5–10 min.** View tool ↗

## GUIDE

### Build understanding

Practical guide with concepts and principles to help you create more inclusive games.

**How to use**

Share key ideas and examples of inclusive design to take into account in your project.

**10–15 min.** View tool ↗

## DESIGN PROMPTS

### Enhance design decisions

Prompts to explore new perspectives and improve your design decisions.

**How to use**

Select prompts from the list to guide concepts during the design process.

**15–20 min.** View tool ↗

## QUICK CHECK

### Iterate design validation tool

Review your design and identify inclusion gaps across different players and contexts.

**How to use**

Go through the checklist together to review your design and improve your solution.

**As needed** View tool ↗

This document was created by **Raising the Floor** within the framework of the **iGame project.**

**igameproject.eu**

Print in horizontal format (A3 recommended) and display it where all participants can easily view and follow the process together.

Design by **Reyes Fernández Medina**

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