XR Access

Virtual, Augmented, & Mixed Reality for People with Disabilities

Resource Guide

The XR Access Symposium, organized by the Connected Experiences Lab at Cornell Tech and supported by Verizon Media, aims to kick-start a community of practice that ensures that the emerging worlds of XR are accessible to all. This list of resources represents a sample of other accessible XR projects.

Tools & Projects

Immersive Accessibility
The IMAC project, funded by the EU, explores how accessibility services can be integrated with immersive media. Their subtitling projects, for example, show how text can be embedded in 360˚ video.

ImmersiaTV
ImmersiaTV creates an integrated toolset for producing and distributing immersive and interactive content across devices and formats. Website >

PowerUp
IBM's PowerUp game is a proof of concept for accessible 3D games and virtual worlds. The team has published several papers on their findings. Website >

Quorum
Quorum is a programming language designed to make programming, and presenting the results of a program, accessible for users with visual impairments. Read more >   Website >

Transcribing Games
The #TranscribingGames project aims to provide audio descriptions for mainstream video games, making them more accessible to people with low vision. Website >

VR Together
This EU-funded project aims to improve how audio, video, and graphics are captured and rendered in real-world environments, making virtual experiences more realistic and social. Website >

Guidelines

Game Accessibility Guidelines
The Game Accessibility Guidelines aim to be a straightforward reference for inclusive game design, and is a collaboration between game studios, researchers, and accessibility specialists. Website >

VR & AR Accessibility
Compiled by Thomas Logan of Equal Entry, this list of resources helps developers apply existing accessibility guidelines to AR and VR development. Website >

Organizations

AbleGamers
AbleGamers provides custom video game equipment for people with disabilities, bringing inclusion and improved quality of life. Website>

BBC Research & Development
The BBC's Research & Development group has tested subtitles for 360-degree video content, with whitepapers on subtitle user experience and subtitle behavior available.

OpenInclusion
OpenInclusion's accessibility consultancy services help business understand and build for people with disabilities. Website >