

Inclusivity and Accessibility of Interactive Web Games and Simulations

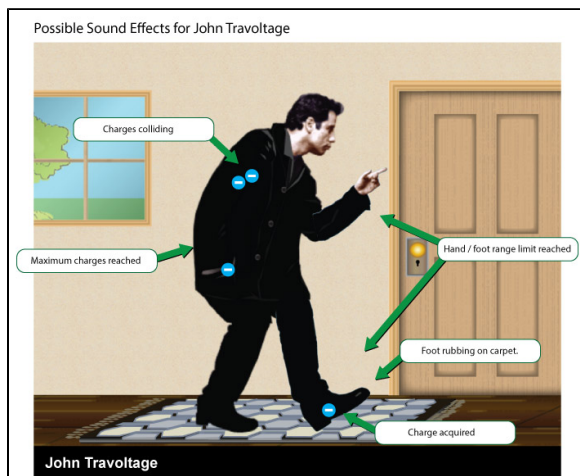
Interactive games can provide rich learning experiences for students - but for some, these games are not accessible. Designing an educational game which can be enjoyed by a broad spectrum of users can be a challenge.

The Floe Project has been collaborating with content partners to create more inclusive and accessible interactive content. This has resulted in a more accessible version of the PhET simulation [John Travoltage](#), innovations in [multi-modal access and descriptions](#), and [sonification of STEM interactives](#).

The knowledge gained from this collaboration has helped contribute new content to the [Floe Inclusive Learning Design Handbook](#).

Showcase

[John Travoltage with multi-modal access](#)



Designs

- [PhET Forces and Motion Simulation Design](#)
- [PhET John Travoltage Simulation Design](#)
- [PhET Energy Skate Park Simulation](#)
- [Lumen Learning Analysis of Utility Simulation](#)
- [PhET Faraday's Law Simulation](#)

Work Documents

- [PhET Notes](#)
- [PhET Tasking](#)
- [Accessibility Meeting Notes](#)

Inclusive Learning Design Handbook Contributions

- [Web Games and Simulations on handbook.floeproject.org](#)

Partners

- [PhET University of Boulder, Colorado](#)
- [Georgia Tech Sonification Lab](#)
- [Lumen Learning](#)

Examples

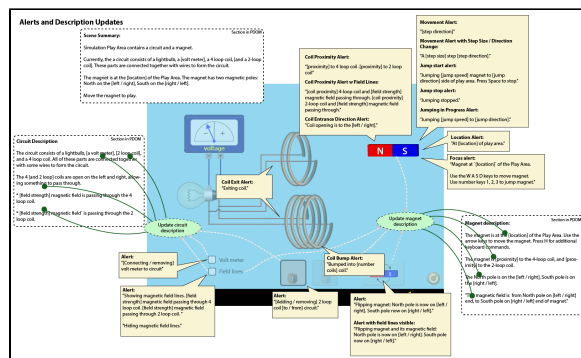
- [Periodic Table \(Sapling Learning\)](#)

Media

- ["PhET Simulations and Auditory Descriptions"](#)
- ["Making STEM More Accessible with Sonified PhET Simulations"](#)
- [Making STEM More Accessible with Sonified PhET Simulations](#)
- [PhET Simulations and Auditory Descriptions](#)

Current Work

Faraday's Law



- [PhET Faraday's Law Simulation - Text descriptions, alerts, and keyboard access](#)
- [PhET Faraday's Law Simulation - PDOM Sketch](#)

Resources

<http://diagramcenter.org/>