

# **Digital accessibility of the European Parliament physical role play game**

The European Parliament physical role play game is a permanent installation in the Europa Experience centres. The game can be played in all EU languages by visiting groups of 16 to 32 players. In addition to human interaction such as discussion, negotiation, and moving around in the physical space, players also interact with digital devices, such as wall-mounted screens and mobile phones, which are provided by the centres.

All content is stored on secure local servers and is not connected to the Internet. The user interface is designed to resemble common web and mobile apps, ensuring a familiar and intuitive experience.

### ***Our commitment to digital accessibility***

The European Parliament is committed to working for equal participation in the physical role play game, whether or not they have a disability. Our aim is that everyone can use the game and the learning experience it provides.

Part of this work involves ensuring that the game meets the requirements of the European Accessibility Act where relevant for the physical role play game. For the mobile phone application used during the game, we comply with EN 301 549, Chapter 11 (mobile applications)

However, there are characteristics of the physical roleplay game that make full compliance challenging:

- **It is a time-limited game** – The role play game is a two-hour experience designed for groups. Unlike websites where users can browse at their own pace, this time constraint limits how much individual customisation can be offered.
- **Full-screen content** – Game content is designed to fill the screen with no scrolling or hidden sections. While this supports focus and group interaction, it means we cannot implement typical web navigation or adaptive page layouts.
- **No use of alternative text** – The game does not rely on descriptive images that require "alt text." The images are for decorative purposes and do not give additional information to the game. All essential information is presented as text, audio, or dialogue, so players do not miss critical information if they cannot see an image.
- **Non-responsive layout** – The game runs on fixed-size screens and mobile devices provided by the centre. The design is optimised for these screens to ensure consistency. Therefore, responsive design is not applicable.
- **No personal devices** – For security and game design reasons, players cannot use their own devices or software. This means they cannot use personalised

assistive technologies (such as screen reader settings or custom input devices) in the experience.

Given these factors, we focus on digital accessibility solutions built into the application – such as providing assistive gestures, screen reader activation, and clear, predictable interfaces.

### ***Compliance status***

The digital environment used in the physical role play game is optimised to be compliant with core elements of the European Accessibility Act (EAA), and the requirements of the European standard EN 301 549. This means that within limitations given by the physical role play game design, technical equipment and physical layout, most but not all requirements have been met.

### **You should be able to:**

- Navigate interactive game content using assistive gestures designed for users who are blind or have low vision
- Zoom small text size up to 200% on interactive devices
- Activate a “read aloud” function for on-screen text
- Adjust audio volume
- Watch all videos using captions in all 24 languages

### **Known limitations**

Despite our efforts, certain functionalities are currently unavailable, such as:

- The game does not offer the user the option to extend the time limit of the game.
- External keyboards are not available for navigation.
- Interactive screens are normally operated either by mouse or by touch. However, a special mode allows users to operate the interface with the use of swipe gestures with touch or mouse, similar to screen readers on mobile devices.
- Some interactions require precise mouse control, which may be challenging for visually impaired users and users with motor impairments. In most Europa experience centres, the screens in the political group offices are mouse operated.
- Limitations to enlarging text size. Enlargement ratios are preset because of screen layout restrictions.
- Limitations to adjusting audio level. Levels adjustments are limited and preset so they do not disturb users working nearby.
- No contrast adjustment available.
- No video player controls available (videos cannot be stopped).

We continuously monitor the digital accessibility of the game and aim to address how we can improve these gaps over time.

### ***Digital accessibility roadmap***

We are committed to progressively improving digital accessibility features. Our current plans include researching:

- Replacing mouse-operated screens in political group offices with touch screens.
- Adding gesture support for players who cannot use touch or mouse controls.
- Testing compatibility with additional assistive technologies, such as external keyboards and headphones.
- Collecting feedback from users with disabilities to guide future updates.

### ***Feedback and contact information***

Your feedback helps us improve the digital accessibility of the physical role play game.

Please let us know if:

- You encounter problems using the game
- You need access to content that is not accessible
- You wish to report a feature you found helpful

You can contact us at [europa-experience@europarl.europa.eu](mailto:europa-experience@europarl.europa.eu) with **“Physical Role Play Game accessibility”** in the subject line. We aim to respond as quickly as possible.