

Physical Role Play Game tutorial on accessibility features for group organisers



European
Parliament

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Accessibility functions

The European Parliament's Physical Role Play Game has been designed with digital surfaces which incorporate accessibility features to support people who are visually impaired or deaf and hard of hearing.

The presentation of and interaction with the digital content follows the requirements of the Web Content Accessibility Guidelines (WCAG) 2.2 at levels A and AA, regarding font sizes, contrast and colours, text-to-speech and volume control.

The role play game centres are also built to accommodate two wheelchair users at a time.

Consult our [accessibility statement](#).

Tutorials

A / Non-visual mode

The role play game takes place in different rooms that replicate real spaces in the European Parliament, such as the plenary chamber, committee rooms and political group rooms. Players will interact using touchscreens, mouse-operated screens and mobile devices. The European Parliament provides the mobile devices to players: they do not use their own phones. The game is primarily focused on discussion, negotiation and reaching compromises among the players.

The non-visual interface is an interface designed for visually impaired players to help them engage with interactive screens and mobile devices. The European Parliament facilitators can enable the non-visual interface for all players in the game or certain players. If there is a mix of sighted and visually impaired players, the facilitator can individually activate the non-visual mode on the mobile devices being used by visually impaired players to enable them to vote during the game.

Visually impaired players can be helped by sighted players in a mixed group of sighted and visually impaired players. But it will be up to the group to decide if they want to run the game in non-visual mode for all players.

For a group of all visually impaired players, the visiting group must bring a group assistant or assistants to accompany the players throughout the visit, especially for navigating/moving around the role play game area. The players should also learn the gestures described to use the digital devices.

If the group has both visually impaired and sighted players, everyone should familiarise themselves with the gestures ahead of the visit.

1. Type of screens

- There are touchscreens in the consultation phase.
- There are mouse-operated screens in the political group rooms. Some Europa Experience centres have touchscreens here.
- The mobile phones are touch devices.

2. Gestures to be used on the touchscreens and mobile phones

Tap or double-tap

- If the players tap on the screen, the current block of text will be read out to them. If the screen reader is already reading something out, tapping will stop it.
- If the players double-tap on the screen, the current block of text will be selected, and the action (e.g. confirm button) will be performed. The screen reader will read out the selected audio text.

Swipe left or right

- If the players swipe left, the next block of text will be read out to them.
- If the players swipe right, the previous block of text will be read out to them.

Swipe up or down

- If the players swipe up, the volume increases. The screen reader will read out 'volume increased'. If the volume is at maximum, the screen reader will read out 'volume at maximum'.
- If the players swipe down, the volume decreases. The screen reader will read out 'volume decreased'. If the volume is at minimum, the screen reader will read out 'volume at minimum'.

3. How to use the mouse

Left-click and double-click

- If the players left-click with the mouse, the screen reader will read out the current block of text to them. If the screen reader is already reading something out, this will stop it.
- If the players double left-click on the screen, the current block of text will be selected, and the action (e.g. confirm button) will be performed. The screen reader will read out the selected audio text.

Drag left or right

- If the players click, hold and drag left, the next block of text will be read out to them.
- If the players click, hold and drag right, the previous block of text will be read out to them.

Drag up or down

- If the players click, hold and drag up, the volume increases. The screen reader will read out 'volume increased'. If the volume is at maximum, the screen reader will read out 'volume at maximum'.
- If the players click, hold and drag down, the volume decreases. The screen reader will read out 'volume decreased'. If the volume is at minimum, the screen reader will read out 'volume at minimum'.

Mouse movement

- If the players move the mouse without clicking, the screen reader will announce which direction the mouse has moved in: 'the mouse moved left / right / up / down'.

B / Non-hearing mode

All speech in the game is subtitled.

For a group of all deaf and hard of hearing players, we recommend that the visiting group bring a sign language interpreter to communicate with European Parliament staff.

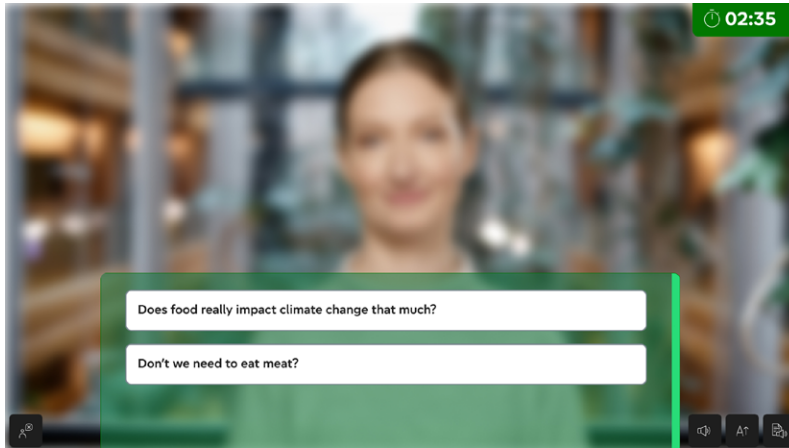
If only some players are deaf and hard of hearing and they do not have an interpreter, they can still join in by communicating in writing with other players. Sufficient time has been allocated for this purpose.

C / Mouse and touchscreens

To use the mouse, click quickly on the left mouse button (do not click and hold). To interact with the touchscreen and mobile screen, tap the screen quickly (do not touch and hold).

D / Interactive screens

1. Countdown and interactive elements for touch- and mouse-operated screens



Countdown display



The timer shows the available time for a task in the game. The task can consist of viewing content, discussing, negotiating or speaking. When the timer reaches 00:00, the role play game system will continue to the next scene.

If the task is to select one option from several alternatives, the role play game system will choose a default option if the players haven't selected one when the timer runs out.

Selection buttons



Use buttons to select from alternative options.

Resizing text



Use this button to switch between default and enlarged text.

Reading screen text



Use this button to show read-aloud buttons next to each text item.



Use these buttons to listen to text items being read out.

Adjusting volume



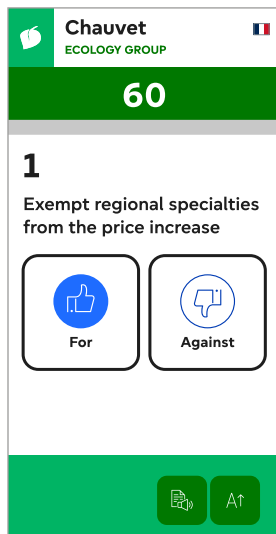
Use this button to increase or decrease audio volume.

Leave conversation



Use this button to end a conversation.

2. Countdown and interactive elements for mobile screens



Countdown display



The timer shows the available time for voting and other activities in the game. A vote (support or reject) or other option must be selected before the time runs out at 00:00.

Support (thumbs up)



Use this button to support an amendment or proposal.

Reject (thumbs down)



Use this button to reject an amendment or proposal.

Resizing text



Use this button to switch between default and enlarged text.

Reading screen text



Use this button to show read-aloud buttons next to each text item.



Use these buttons to listen to text being read out.

Adjusting volume



Use this button to increase or decrease audio volume.