Case Study

Making Digital Games Accessible For A Leading K12 Publisher

Magic
EdTech

The Client

The client is a large K12 educational publisher in the US. One of their key Math & ELA programs for California had multiple interactive games as an important component.
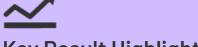
The Challenge

There was a need for the existing gaming solution (program) to be designed for use on Chromebooks and making the interactives accessible.

Critical Success Parameters

✓ Meet a steep 'Back To School' timeline.

✓ Ensure that the transformed product met the strict quality benchmarks set by the client and tested rigorously to support hundreds of thousands of existing users.

✓ Put together the right team with solid prior experience of working on Chromebook apps

Our Approach

✓ Created a project plan and feasibility analysis. Audited the existing code to remediate the interactives for accessibility.

✓ Instructional Design & Editorial Teams worked with the development and accessibility teams to ensure closed captioning, alt text writing (editorial) and learning effectiveness were well taken care of.

✓ The team included users with disabilities to get the interactives thoroughly tested and certified for Accessibility.

✓ A device farm set up for testing on various devices and assistive technologies such as Jaws, Chromevox, Narrator & VoiceOver.

Key Result Highlights

Project Completed In **8** Weeks
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The Client **Won** the California Bid

Deployed a team of over **100** members.