



Together
Inclusive



Disability- Inclusive Entertainment: Representation and Accessibility

#First_Reading_Group
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www.togetherinclusive.com

Content

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Disability-Inclusive Entertainment

The entertainment activities that are disability-friendly and accessible to all are called “Inclusive Entertainment”

It is when a person with a disability can equally amuse and enjoy their leisure time without exclusion or barriers.

Entertainment can be in the form of:



Cinema & Media



Arts



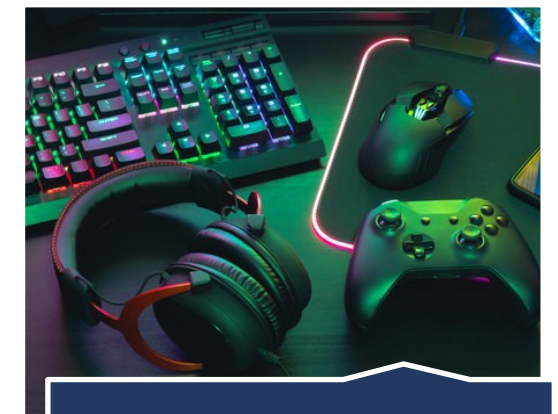
Theme Parks



Fashion



Dancing



Gaming



Cinema & Media

Cinema & Media

Cinema is becoming inclusive by embracing representation, accessibility, and authenticity



Representation

Stories now feature persons with disabilities (PWD) as authentic characters, portrayed by actors with lived experiences (e.g. Hala Khasa Series).



Accessibility

Films integrate captions, audio descriptions, and adaptive technologies to ensure everyone can experience the magic of storytelling (e.g., Ma Waraa Eltabee, Atabat ElBahga series).

Representation

Does Cinema Represent Persons with Disabilities Powerfully?



Watch the
[Video](#)

Accessibility

For media producers, you can refer to the W3C **Media Accessibility User Requirements** that list details for **each** impairment's accessibility requirements

NETFLIX

Audio Description

Keyboard Shortcut

Screen Readers

Font Size Controls

Closed Captions

Brightness Control

Voice Commands



Arts

The Metropolitan Museum of Art



An encyclopedic art museum in New York City. By floor area, it is the fourth-largest museum in the world and the largest art museum in the Americas.

It includes a collection of ancient [Egyptian art](#) consisting of around 30,000 objects of artistic, historical, and cultural importance.



Verbal Imaging &
Touch Tours



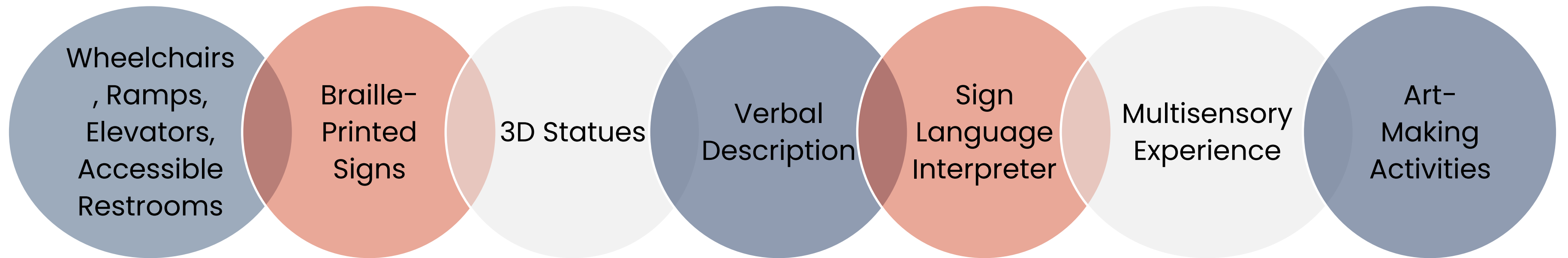
Gallery Talks Sign
Language Interpreted



Multisensory
Workshops

The Egyptian Museum in Cairo (EMC)

The oldest archaeological museum in the Middle East, housing over 170,000 artefacts. It has **the largest collection** of Pharaonic antiquities **in the world**.

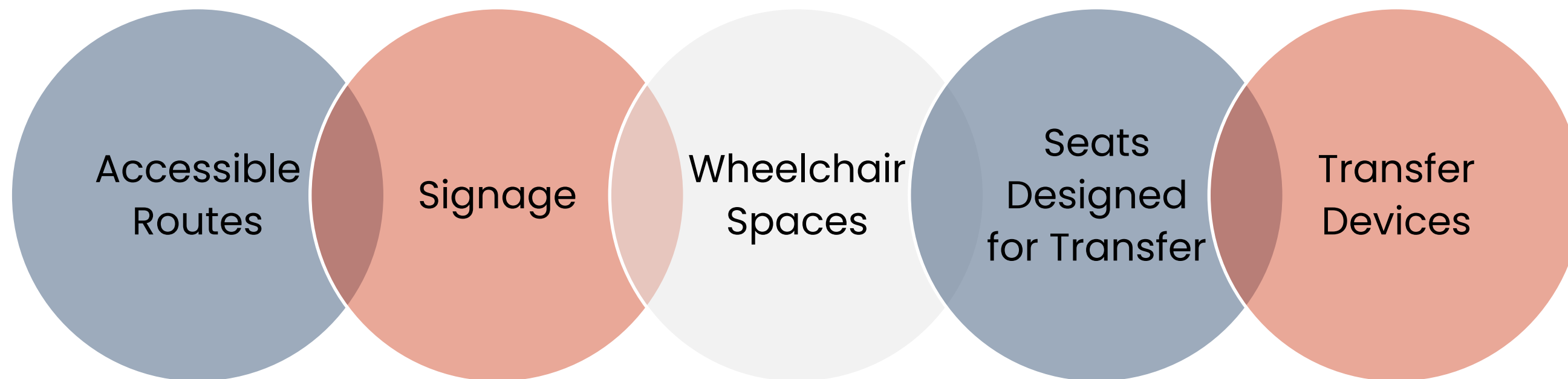


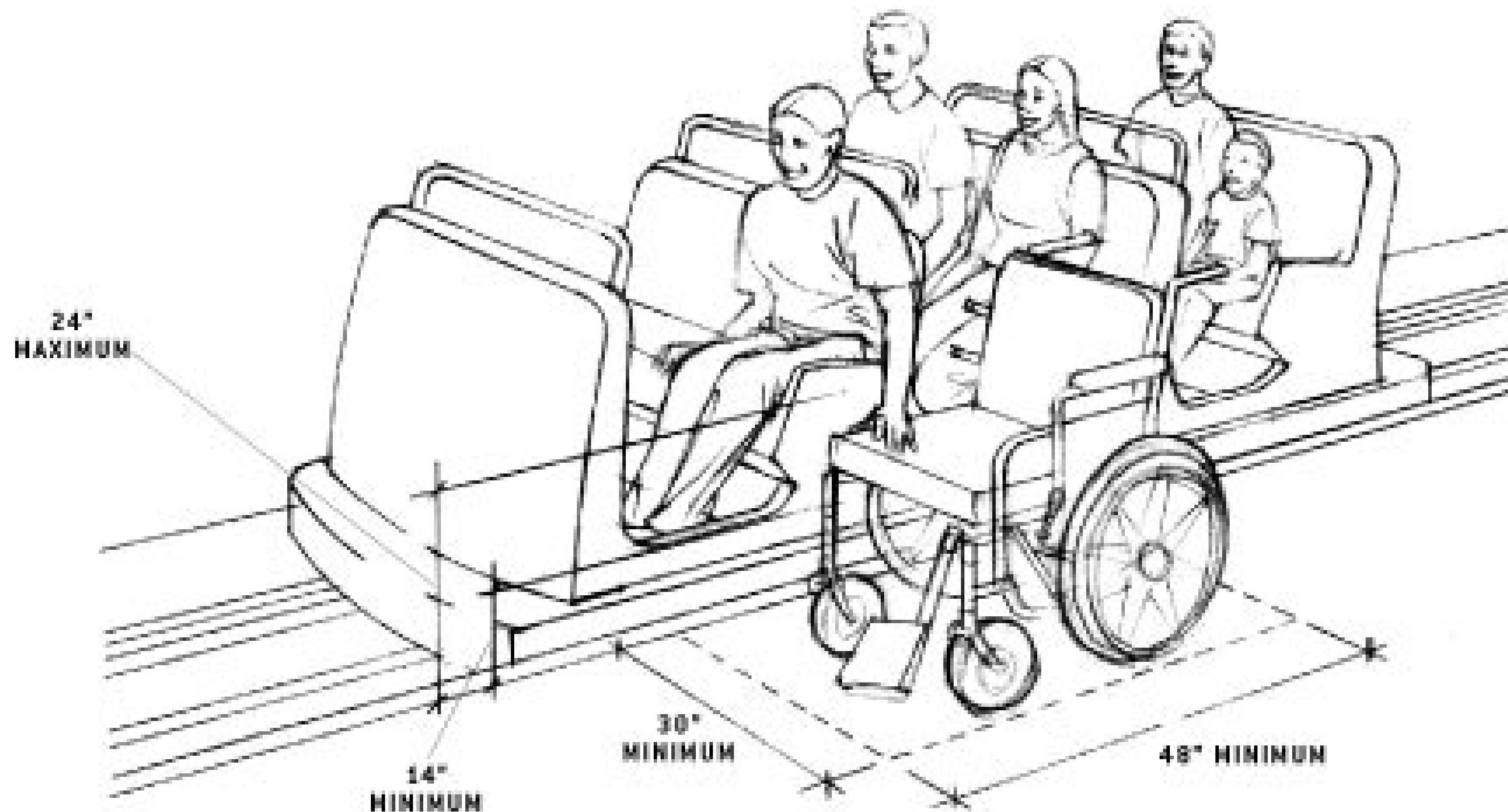


Theme Parks

ADA Accessible Amusement Park Guides

They address elements commonly found at an amusement park or theme park, such as accessible vehicle parking spaces, exterior accessible routes, and toilet and bathing facilities.





RIDE SEAT DESIGNED FOR TRANSFER

Morgan's Wonderland



The World's Ultra Accessible Theme and Aqua Park in San Antonio, Texas.

The games are wheelchair-friendly and **sensory-friendly**, as they can enjoy the colors **without** feeling overwhelmed by **flashing lights and sounds**



Accessibility Everywhere



Disneyland Resort



Mobility

Wheelchair Access Vehicles (WAV)

Remaining in a wheelchair without transferring

Transfer Devices

transferring between a wheelchair and a ride vehicle seat

Neurodivergent

Sensory Experience Guide

Guests who identify as being neurodivergent, have anxiety, PTSD, utilize a service animal, or are sensitive to their environments may benefit from the guide. It includes the provision of 11 sensory elements (e.g. light, smell, noise, trip time) per experience

Blind & Low Vision

Audio Description

Braille Guidebooks

Tactile Maps

Deaf & Hearing Loss

Sign Language Interpret.

Handheld Captioning

Video Captioning (CC)

Written Scripts

Safari Park



Watch the
[Reel](#)



Fashion

Adaptive Fashion

Does functionality come **at the expense of** Fashionable Clothes?!

Adaptive Fashion includes clothing, footwear, and accessories designed to meet the needs of individuals with disabilities, limited mobility, sensory sensitivities, or other specific challenges.

It incorporates **functional modifications** that enhance ease of wear, comfort, and independence while **maintaining style** and inclusivity.



Adaptive Fashion

Adaptive Features include one-handed zippers and buttons (magnet/ Velcro), tag-free seamless shirts, open-back tops, expandable fastenings, and extra rooms for medical devices.



VOGUE
BRITISH



Adaptive Fashion

WFR (Wheelchair Fashion Row Paris Fashion Week Spring-Summer 2023 Project)



Watch the
[Video](#)

A photograph of several dancers in a studio, captured in a dynamic pose. The image is overlaid with a semi-transparent blue filter. A solid orange-red horizontal bar is positioned across the middle of the frame, containing the word "Dancing" in white, bold, sans-serif font. The dancers are wearing light-colored, flowing dresses and are barefoot. Their arms are extended upwards and outwards, and their legs are in various positions, suggesting a contemporary dance style. The background is dark and out of focus, showing some studio equipment like a mirror and a stand.

Dancing

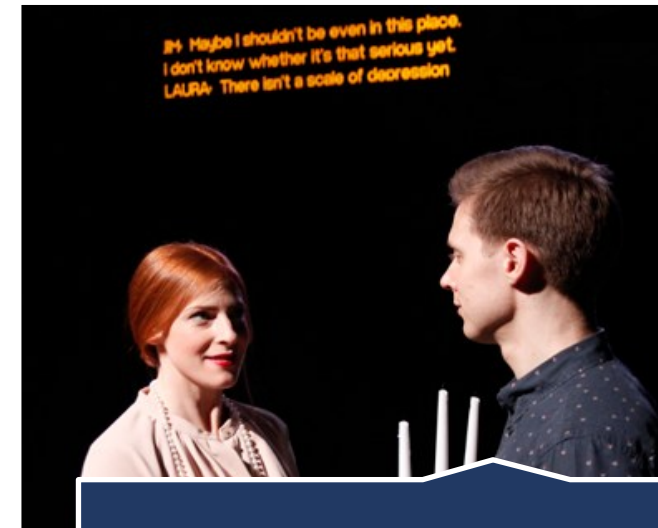
Accessible Performances



Touch Tours



Audio Description



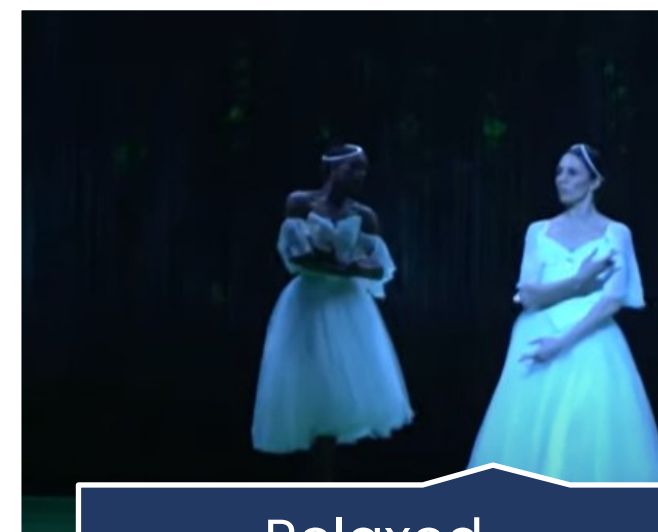
Captioning



Sign Language Interpretation



Step-Free Spaces



Relaxed Performance

Northern
Ballet


**ROYAL
BALLET &
OPERA**

Relaxed Ballet Performance

'Relaxed' ballet aims to make a professional show accessible to all



Watch the
[Video](#)

A blue-tinted photograph of gaming equipment. In the upper left is a mechanical keyboard. In the upper right is a wired computer mouse. In the lower left is a large over-ear headset. In the lower right is a video game controller. A semi-transparent orange rectangle is centered over the image, containing the word 'Gaming' in white text.

Gaming

Game Accessibility Guidelines (GAG)

These guidelines are in three categories – basic, intermediate, and advanced.

The more advanced the game becomes, the more complex accessibility settings are required.

They are then grouped in sub-categories that relate to types of skill/impairment: motor, cognitive, visual, speech, and also some general considerations that apply to all areas.

PlayStation (PS5) Accessibility Settings



Watch the
[Video](#)

Google Accessibility Discovery Center (ADC)

The Accessibility Discovery Centre is more than just an exhibition space. It's a hub where innovation meets real impact, and **technology intersects with human potential**.

A modified gaming station with **a chin-controlled joystick** in the ADC Arcade.



Google Accessibility Discovery Center (ADC) London



Watch the
[Video](#)

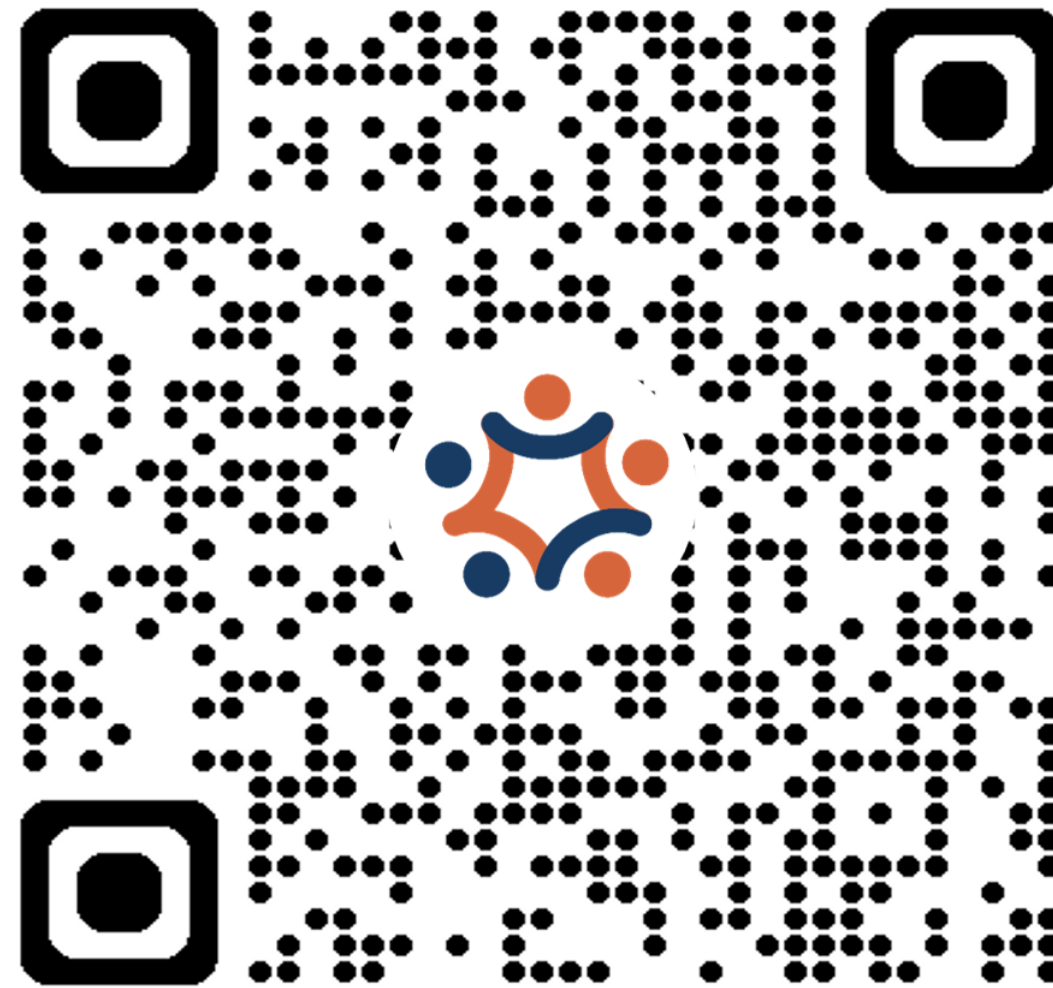


Reading Resources

Reading Resources

- W3C: Media Accessibility User Requirements– [Website](#)
- Digital Accessibility Media– [Blog](#)
- Disability Debrief–TV and Film– [Resources](#)
- The Metropolitan Museum of Art (The Met): [Accessibility](#) & [Access Programs for Kids](#)
- The Egyptian Museum: Amenities– [Website](#)
- Americans with Disabilities Act (ADA) Standards: Chapter 10: Accessible Amusement Rides– [PDF](#)
- The World's First Ultra Accessible Park: Morgan's Wonderland– [Website](#) – [Arabic Blog](#) – [Video](#)
- Disneyland Resort Guests with Disabilities Overview– [Website](#)
- Royal Ballet and Opera (RBO): Accessibility– [Website](#)
- Northern Ballet: [Inclusive Dance](#) & [Accessibility performances](#)
- Game Accessibility Guidelines (GAGs)– [Website](#)

Thank You



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