

C I P T

CAN I PLAY THAT?

For Disabled Gamers, By Disabled Gamers

**We are a gaming
outlet staffed and
written for
entirely by
disabled people.**

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**CIPT is the largest
accessibility outlet
and among the
fastest growing
outlets throughout
the industry!**

CIPT

Why are we proud of those facts? They illustrate just how great the need for and interest in accessibility in video games is.

In our first year and a half since launching, we've seen our audience grow by nearly 500%.

**Our work
has been
featured on
international
news sites
like CNN
and BBC!**

Our work is read and shared widely throughout the industry and has influenced accessibility patches and accessibility improvements in game series.

Who reads our work?

- Ubisoft
- Square Enix
- The Coalition
- Naughty Dog
- Sucker Punch
- Phil Spencer
- Hermen Hulst

Just to name a few!

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**We serve both
disabled gamers
and developers
looking to learn
how to make their
games accessible.**

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How do we serve disabled gamers?

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- Accessibility reviews of features written only by the people that actually rely on them. That means Deaf/hoh accessibility reviews are written by Deaf/hoh people, low-vision reviews written only by people with low-vision, etc.
- Our How I Play and Why I Play commentary categories feature stories written by disabled gamers that explain how they access games and how games benefit them.


How do we serve developers?

- Our reviews are written with the intention of teaching. We don't review the content of a game. We only review a game's playability from the reviews unique perspective as a disabled person.
- We have a series of accessibility guides written by the very people who utilize the features discussed in the guide.

Accessibility Reference Guides

Motor/Physical Accessibility Guide

This guide was written by Antonio Martinez Gamers with reduced mobility or dexterity have diverse needs when it comes down ... [Continue reading](#)

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Deaf and Hard of Hearing Accessibility Guide


This guide was written by Courtney Craven Deaf and hard of hearing gamers are seeking the same kind of immersion ... [Continue reading](#)

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Cognitive Accessibility Guide


This guide was written by Ruth Cassidy Cognitive disabilities or cognitive difficulties covers a wide array of experiences, and this ... [Continue reading](#)

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Blind and Low-Vision Accessibility Guide

This guide was written by Christy Smith. This guide does not address audio-only games. There are a lot of things ... [Continue reading](#)

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Color-Blindness Accessibility Guide

This guide was written by Douglas Pennant, Creative Assembly. People with color-blindness have difficulty distinguishing some colors from each other; ... [Continue reading](#)

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Game PR and Marketing Accessibility Guide

A guide for those working in video game PR and marketing on how to make their content as accessible as possible for the disabled consumer.

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**We abide by the
ethical guidelines
of journalism.**

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- We never do sponsored content so our reviews will always remain objective.
- We are funded entirely by our Patreon campaign, receiving no funding from studios or corporate sponsors who may want to influence our work.
- All of our news is thoroughly fact checked and often comes directly from the studio or developer.

**Want to
learn
more?**

- Visit us at caniplaythat.com
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- Follow us on Twitter at [@CanIPlayThat](https://twitter.com/CanIPlayThat)
- Send us an email at info@caniplaythat.com

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