Case Study

Expanding Interactive Games with Unity and Accessibility Compliance

Magic EdTech

The Client

The client is the largest digital curriculum provider to K–12 schools in the U.S. serving over 10 million students and 20,000 American schools across 25 of the nation's largest school districts, dedicated to embracing the unique learning journey of the individual.

The Challenge

The client aimed to expand their product by developing new interactive games and porting existing ones into Spanish, using the Unity framework as the preferred technology. Additionally, the client sought to achieve accessibility compliance to the highest extent possible, considering the inherent complexities of the technology. To support this ongoing initiative, they required the establishment of a dedicated long-term team to meet their needs consistently.

Critical Success Parameters

✓ Gain a thorough understanding of the client's tools, codebase, and processes to ensure close collaboration.

✓ Define and audit using global accessibility guidelines to identify gaps and remediation strategies.

✓ Build a robust and dedicated team of motivated Unity engineers and testers for long-term engagement.

Our Solution

✓ Assembled a multi-skilled team of 10+, including an accessibility Subject Matter Expert (SME), and trained them on the client's platform within 15 days.

✓ Created standardized Storyboards (SBs) for games to ensure consistency and quality.

✓ Conducted audits to assess the accessibility of interactive games, piloted improvements, and implemented remediation strategies.

✓ Established a rigorous review process to maintain top-notch quality and provide continuous feedback to the client.

Key Result Highlights

Multi-year Engagement

80+ Games audited and remediated for A11y

20+ New games developed

60+ legacy games reimagined