Accessibility Statement

Last updated: November 3, 2026

Our commitment

Educaplay, developed by ADR Formación, is committed to making learning through games available to everyone, including students and educators with disabilities. We are working to ensure that the Educaplay platform — the public website, the game player, the authoring tools, and our learning-platform integrations — conforms to the Web Content Accessibility Guidelines (WCAG) 2.1 Level AA, the standard referenced by the Americans with Disabilities Act (ADA) Title II web rule, Section 508 of the Rehabilitation Act, and the European standard EN 301 549.

Current status

Educaplay is partially conformant with WCAG 2.1 Level AA: some parts of the platform meet the standard and others are still being improved. We completed an internal accessibility self-evaluation in July 2026, and a formal audit with assistive-technology testing is planned. A detailed Accessibility Conformance Report (ACR), based on the VPAT® 2.5 template (International edition), is available on request and describes our conformance criterion by criterion.

What already helps accessibility

- Players never need to create an account, install software, or manage passwords to play a game.
- Text-to-speech: game content can include automatically generated spoken audio, so text can also be listened to.
- The game interface is available in 27 languages, set per game and independent of the content language.
- Time limits are off by default in most game types, and lives, timers, and difficulty are configurable by the game author.
- Text-entry game types (such as Crossword, Dictation, and Fill-in-the-blanks in typing mode) can be completed using only the keyboard, and since July 2026 multiple-choice answers can also be reached and selected with the keyboard.
- Games work on desktop and mobile devices, in portrait or landscape, with full-screen mode and a persistent sound on/off control.

- Players can turn on a high-contrast mode (“Visual contrast”) and a dyslexia-friendly font from the game settings, and teachers can keep them on for their guests.
- A printable PDF version of games is available as a complementary format, and games integrate with learning platforms (Google Classroom, Microsoft Teams, LTI, SCORM) so scores flow to the gradebook without extra logins.
- Paid plans display no advertising, which removes third-party distracting content entirely.

Known limitations

We believe in being transparent about where we still fall short. The main known limitations are:

- Arcade-style game types (for example, Froggy Jumps) draw the play area on an HTML canvas that is not yet readable by screen readers, and some drag-based interactions do not yet have a keyboard or single-click alternative.
- Announcements of scores and answer feedback to assistive technologies are still being completed, and the selected state of answer cards is not yet exposed programmatically.
- The contrast review is still ongoing across the site; in November 2026 we fixed the contrast of the headers of the information pages, after the July 2026 fixes to the menu and player labels.
- The accessibility of an individual game also depends on choices made by its author (uploaded images, audio, video captions, time limits, and the game type chosen). We are improving the authoring tools to guide authors toward accessible choices.

Our roadmap

Our current accessibility workstream prioritizes: accessible names for all controls; status announcements for scores and feedback; keyboard and single-pointer alternatives for drag-based and arcade game types; contrast fixes in the default theme; a skip-to-content link; and author guidance for accessible content. This statement and the ACR will be updated as work lands.

Feedback and contact

If you encounter an accessibility barrier on Educaplay, or need this information in another format, please contact us at soporte@educaplay.com. Please include the game link and a description of the problem. We aim to reply within 5 business days, and accessibility reports are triaged with priority.

Educaplay is developed by ADR Formación (Logroño, Spain).

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