**The Inclusive Cycling Game**

What’s life like as a disabled person who cycles? Bikes can be a useful mobility aid for disabled people, but too often the infrastructure makes it hard to get around. A truly inclusive cycling network needs to consider the needs of disabled people who cycle, and the different kinds of cycles they ride.

MRCagney developed the inclusive cycling game after working with Waka Kotahi on national inclusive cycling guidance. The inclusive cycling game puts players in the shoes – or wheels – of disabled people who cycle.

The inclusive cycling guidance is based on extensive interviews with disabled people and representative groups, and the Inclusive Cycling Game is an effective, fun and interactive way into their experiences. Through playing the game, participants learn why the guidance was developed, and how it can be used in the design process to make cycling infrastructure more accessible for everyone.

In this workshop, the game is played twice over, with participants taking turns playing and observing. Players adopt one of four personas, who are based on a combination of people interviewed for the guidance and their real characteristics, capabilities, and transport likes and dislikes. Each persona rides a different kind of cycle, and each interacts with the conditions in street environment differently. The object of the game is to take your persona on an everyday journey, encountering issues in the street environment along the way. Can you make it all the way to the end?

Players of the Inclusive Cycling Game will leave with a better understanding of the impact of infrastructure on disabled people, and of the need to make sure we design for inclusive access for everyone.