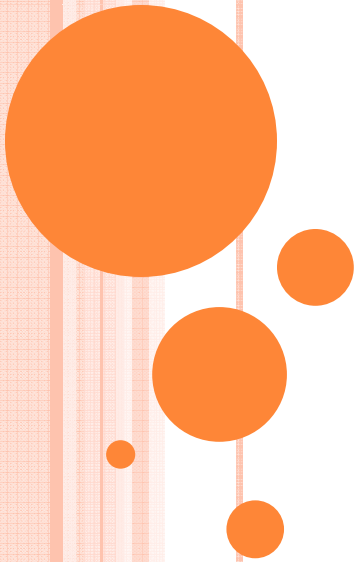

GAMES FOR VISUALLY IMPAIRED

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BACKGROUND

- Technology applications are generally not designed with the blind in mind
  - Newest technology products (Google, Microsoft Windows, Facebook)
  - Daily life technological applications (ATM, PCs, websites)
- Access to technology applications would empower the blind to be more active in society
- Research with audio games has shown blind children more adept at certain tasks and more confident around non-blind children

APPROACH

- Study previously done projects on games for the visually impaired
- Find aspects of games that lead to improved skill and confidence
- Use findings to develop schema for game design

Course Relevence

- Child psychology by Piaget and Vygotsky
  - Zone of proximal development and scaffolding
- Social identity
  - Role playing with others
- Ethnomethodology
  - Blind and non-blind children can play with one another and gain better understanding
- Symbolic interactionism
  - Games can make players expect certain things in the real world

Learning Expectations

- Psychology of blind people
- Impact of technology on life of visually impaired
- Understanding daily life of blind people

Success Criteria/Evaluation

- None of the shortcomings of studied previous projects for the visually impaired exist in the schema
- Self-test
  - Basic run-through of lo-fi prototype with eyes closed to ensure usability for the blind