

## **Gamification of outdoor navigational experience for visually impaired**

Virtual Reality (VR) technology has traditionally been associated with visual experiences and for most, it simulates spatial information through stereoscopic rendering presented through a Head Mounted Display (HMD)<sup>1</sup>. However, in our view, other sensory feedback mechanisms such as audio and haptics that constitute a more immersive VR experience have not been thoroughly leveraged. In our research, we aim to extricate the dominance of visuals in VR through sensory substitution<sup>2</sup> and focus on empowering accessibility in VR for the visually impaired. Our main objective is to create a soundscape for virtually impaired users to assist them to experience navigating in a virtual environment through acoustic and haptic feedback.

We intend to achieve this through the help of a novel white cane that acts as an intermediary between the physical and virtual worlds. The white cane is mapped to a virtual counterpart and when the latter interacts with different textures in the virtual world, we render similar textures through the synthesis of spatial audio and haptics from a pre-recorded repository. The soundscape that we are focusing on creating is furthermore substantiated by the addition of ambient sounds of the surrounding environment, helping to create a more immersive experience. Our prospective implementation of this research can be extended to interactive storytelling, building toward empathy generation for the visually impaired, and primarily creating a training aid for novice visually impaired individuals, particularly children, to circumvent real-world limitations such as injury or use of a sighted assistant.

1. Kreimeier, Julian & Karg, Pascal & Götzelmann, Timo. (2020). *BlindWalkVR: Formative Insights into Blind and Visually Impaired People's VR Locomotion using Commercially Available Approaches*. 10.1145/3389189.3389193.
2. Niklas Elmqvist. 2023. *Visualization for the Blind*. *interactions* 30, 1 (January - February 2023), 52–56. <https://doi.org/10.1145/3571737>