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# Abstract

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# Introduction

# Literature Review

Accessible software

An Introduction to Software Usability  
The subject or focus of software usability has not become a mainstream consideration

Supported by the results of

Why Software is Not Accessible: Technology Professionals' Perspectives and Challenges  
This research looks into how "technology professionalss include accessibility in design and development and what technologies they face"  
Their findings show that "formal education inadequaately preparent them to handle accessibility challenges across the software development lifecycle along with "inadequate accessibility tools and resources" In their research a large portion of developers and designers with more than 10 years of experience have less than 2 years of experience in accessibility. It also seems a large portion of accessible research and a push for accessibility is focused on webpages which makes sense but means there is a lack of substance in accessibility in the space of developers and people more tech savy. They concluded "industry professionals do not have the capacity to address accessibility" and such the research and the development of accessible tools is required.

Further supported by

How Do Professionals Who Create Computing  
Technologies Consider Accessibility?  
Research into seeing how many professionals actively consider HCI and UX into their progams

Usability of Development Tools: A CASE-Study  
"Many of the tools for it, however, are somewhat lacking with respect to usability, which can act as a major obstacle in adopting a model driven approach and impede productivity"   
Identify that tests for usability within a certain tool or framework has little overlap with other tools.  
This paper states that often research requires these tools as a means to the end to showcase the results of usability so the long term usability and the constant improvement of usability that a commercial tool would undergo is disregarded. They received feedback showing the testers enthusiasm at the development of tools that focus on good usability and deliver the same if not better productivity and user satisfaction.

Connect to tools via

Usability of Development Tools: A CASE-Study  
  
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Leading to tools

Tools & Accessibility in tools

What do game developers expect from development and design tools?  
The goal of this paper is to understand the expectations attatched to the tools used in the game development practice. They looked into new start ups and established stuidos. Their research resulted in the understanding that game development tools are primarily used to test concepts and allow for prototyping. Along with this the motivation for these tools creation were often related to the amount of bugs or the user interface design. these tools are expected to be able to adapt to changes during the development process. use this to show the direction and expectation for the capabilities of the program.

Designing the User Experience of Game Development Tools  
User Experience pyramid, at minimum it needs to be useful then usable then desirable. A lot of tools only meet the bottom of the pyramid it being useful so the user has to make do because they need the tool even if its a struggle. Useful "good user experience is something that fulfills a need. if a game development tool does not fulfill a need, why does it exist in the first place?" Usable, how efficient is it to use and how easy is it to learn, how well is the user proteccted from making mistakes and how satisfying is it to use. Desirable, often considered not important to the tool but relates to aesthetic and appealing design. Focus on user centered design, identify the target group or the largest user body and develope to those needs e.g. more less technical users than technical users and so you should design for the less technical. A great way for developing usability is watching a user use the software and seeing their workarounds as it shows faults in the program and what the user has figured out to deal with it. User-centered design process.

Model-driven Game Development: A Literature Review  
"overall goal of game development being “entertaining” or “fun” is unchangeable" talks about existing MDGD papers, This is applicable cause it introduces a potential new approach and audience for the tool as it could be used for prototyping the terrain and enviroments instead of exclusively for development of a final usable terrain.

Real Time Integrated Tools for Video Game Development: a usability study  
  
This thesis identified a lack of usabilityand quality of life in existing game development tools and aimed and so their aim was to solve these frustrations by "creating effective, functional and user-friendly integrated development tools specialized for the development enviroment". They concluded that the their process of qualative surveys after each development sprint and focusing on discovered usability problems before adding new functionality caused a increase in the average usability and the effectivness of the tool as a hole.

Users

Procedural

Terrain

# Methodology

# Results

# Discussion

# Conclusion

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# Appendices