Accessibility/usability

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[**https://dl-acm-org.ezproxy.staffs.ac.uk/doi/abs/10.1145/3334480.3383103**](https://dl-acm-org.ezproxy.staffs.ac.uk/doi/abs/10.1145/3334480.3383103) **Why Software is Not Accessible: Technology Professionals' Perspectives and Challenges**

[**https://learning.oreilly.com/library/view/developing-inclusive-mobile/9781484258149/?ar%2F%3Femail=%5Eu**](https://learning.oreilly.com/library/view/developing-inclusive-mobile/9781484258149/?ar%2F%3Femail=%5Eu) **Developing Inclusive Mobile Apps: Building Accessible Apps for iOS and Android – book**

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[**Avouris\_intro\_in\_usability1.doc**](https://hci.ece.upatras.gr/wp-content/uploads/publications/2001(C44)An%20Introduction%20to%20Software%20Usability.pdf)

**Common Key Words/Phrases:**

**Universal Design**

**Accessibility, cognitive and physical**

**Usability in Game engines**

[**Overview and Comparative Analysis of Game Engines for Desktop and Mobile Devices | Repository of Scientific Research RUOMO | Ιδρυματικό Αποθετήριο Ακαδημαϊκής Έρευνας RUOMO**](https://ruomoplus.lib.uom.gr/handle/8000/1120)

**Tools in General**

[**Map Design and Usability of a Simplified Topographic 2D Map on the Smartphone in Landscape and Portrait Orientations**](https://www.mdpi.com/2220-9964/11/11/577)

**Procedural**

**Use of procedural in development**

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[**Realistic and Textured Terrain Generation using GANs | Proceedings of the 16th ACM SIGGRAPH European Conference on Visual Media Production**](https://dl.acm.org/doi/abs/10.1145/3359998.3369407) **– Realistic and Textured Terrain Generation using GANs**

[**Algorithms and Approaches for Procedural Terrain Generation - A Brief Review of Current Techniques | IEEE Conference Publication | IEEE Xplore**](https://ieeexplore.ieee.org/abstract/document/7590336) **– Approaches for Procedural Terrain Generation - A Brief Review of Current Techniques**

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[**Procedural Generation of 3D Planetary-Scale Terrains | IEEE Conference Publication | IEEE Xplore**](https://ieeexplore.ieee.org/abstract/document/8863868) **– Procedural Generation of 3D Planetary terrains**

[**Procedural Generation of 3D Canyons | IEEE Conference Publication | IEEE Xplore**](https://ieeexplore.ieee.org/abstract/document/6915296) **– Procedural Generation of 3D canyons**

**Use of procedural in gameplay**

**Talking Points:**

**Accessibility, and the parts that make it up and what to consider about the user base**

**Universal Design and the standard**

**Overreliance and the draw backs of PCG**

**Use of PCG within ;**