Accessibility/usability

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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)

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[**https://dl.digra.org/index.php/dl/article/view/606**](https://dl.digra.org/index.php/dl/article/view/606) **- Game design tools: Time to evaluate**

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[**https://link.springer.com/chapter/10.1007/978-3-642-41106-9\_3**](https://link.springer.com/chapter/10.1007/978-3-642-41106-9_3) **- A Systematic Review of Game Design Methods and Tools**

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**Users of tools**

**Tools in General**

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**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**

[**Realtime Procedural Terrain Generation**](https://citeseerx.ist.psu.edu/document?repid=rep1&type=pdf&doi=5961c577478f21707dad53905362e0ec4e6ec644)

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**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 ;**