

Computer Games Development

Project Report

Year IV

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[Date of Submission]

[Declaration form to be attached]

**Contents**

[Acknowledgements 2](#_Toc54714373)

[Project Abstract 2](#_Toc54714374)

[Project Introduction and/or Research Question 2](#_Toc54714375)

[Literature Review 2](#_Toc54714376)

[Evaluation and Discussion 3](#_Toc54714377)

[Conclusions 3](#_Toc54714378)

[References 4](#_Toc54714379)

[Appendices 4](#_Toc54714380)

# Acknowledgements

I would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank ICME for use of ….

Use this template when writing your research report. As a rule of thumb, the report should be of the order of 10 pages (about 250 words/page).

# Project Abstract

# Project Introduction and/or Research Question

**Focus on disability, eye tracker**

**Talk about casual gamer, disability, immersions, streamers**

**Don’t use words like fact**

Disability is a broad term and there is multiple form of disability, the four that will be mention in this research paper are intellectual, physical, sensory, and mental illness. While mental illness might impair a person's emotional state and behaviours, intellectual disability involves difficulties with speech and memory. Physical disability focuses on long-term impairments, such as being born without a limp or losing bodily parts in an accident. Senses including sight, hearing, and spatial awareness are all impacted by sensory impairments. Due to their limits, people with certain disabilities find it more difficult to perform daily tasks than non-disabled people. This can cause stress to accumulate, and like other gamers, they use games as a way to unwind and let their stress out.

Two distinct sorts of players are well known in the gaming world. Hardcore gamers are the first category. This kind of player plays the game for hours on end to thoroughly understand the multiplayer maps and find the best locations. Additionally, they would spend time studying and memorization the combo and attack pattern to maximise the damage output. They give their all to the game they are playing. In the gaming industry, they are typically the finest of the best. Some people even make a career out of gaming and participate in e-sports. E-sports is a type of video game competition in which professionals compete and are compensated for their victories. Most gamers fall into the next category, which are casual players. Casual gamers engage in the game for entertainment and to release tension and irritation. They play video games at their own pace and take their time to enjoy them. The outcome of the game is typically not important to them because it is not the primary reason they play.

One thing that both players can agree on as one of the most crucial components of a video game is immersion. Video game immersions offer the player the impression that they are transported into the game's environment, increasing their sense of identity with the character. This is made possible by cutting-edge graphics, well-planned stories, and excellent game flow. The player is kept engaged and committed to the game by immersions, which encourages them to play again. When they watched another player play the game online, several gamers experienced a sense of immersion. Streamers are the gamers who are watched online while playing. Streamers would add entertainment value to their streams by taking on challenges or just playing the game normally. These gamers typically excel at the games they are playing, accomplishing feats that many gamers are unable achieve.

There are more ways to enjoy playing video games now thanks to advancements in technology. Playing video games using an eye tracker is one of the ways gamers can increase their enjoyment of the experience.

**TALK ABOUT EYE TRACKER**

# Literature Review

**Put in Title for each part, like disability then eye tracker, benefits, limitations, usage**

Gaming is one of the most well-liked pastimes out there and that there are over 3 billion players worldwide—nearly half of the world's population—comes as no surprise (Jovanovic, 2022). 20.5% of casual gamers had disabilities in 2008. This figure does not account for the professional gamers with a range of disabilities, which would bring the total up even higher (Eyeware Beam , 2022). The majority of computer interfaces and game controllers are designed with non-disabled users in mind. With the development of eye trackers and games that allow the use of eye trackers as one of their optional inputs, options for gamers with disabilities have increased. However, using eye trackers when playing games is different to using them while performing normal chores because playing games requires extreme accuracy and quick thinking. Fortunately, technology has advanced significantly, and specialized hardware like TrackIR or Tobii makes tracking quick enough to be employed in video games.

Most people play video games with a mouse, keyboard, and controller. However, according to studies by Pedro Santana and Joao Antunes, utilizing an eye tracker increased player immersion (João Antunes, 2018). This includes both unfavourable and advantageous consequences. The player may experience increased annoyance, tension, and frustration as a result. The data shows that the player performs better and achieves greater scores when the eye tracker is turned on. A more entertaining experience all around.

Eye tracking technology has other advantages when utilized in video games apart from immersion. Response time would be another advantage (Tara Qadir Kaka Muhammad, 2022). The test was carried out in Unity, where the player deflates balloons to get points as they appear on the screen. Prior to the game, the player can select their input options. According to the findings, eye input performs better than mouse input in 45% of cases. Therefore, in addition to mouse input, eye interface technology can be used in the gaming sector.

Eye tracking technology can be utilized to highlight how long and where you should gaze. (Jorge De Greef, 2018). To teach students how to function more effectively, a medical team used eye trackers. They accomplish this by hiring a specialist to use augmented reality, to whom they attach an eye tracker to monitor where his eyes were directed and how long they stayed there before shifting their focus. Compared to the conventional method, it enables students to learn more rapidly and with more comprehension. Additionally, streamers and professional gamers use this technique to demonstrate to their audience where their gaze would be, which makes it easier for those who have trouble focusing or have a particular sort of vision impairment to know where they should be looking (Eyeware Beam , 2022).

# Evaluation and Discussion

Replace this text with Results and Discussion.

Describe the results using diagrams such as graphs etc. as appropriate, and discuss what the results mean.

Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience

**Project Milestones**

Replace this text with Project Milestones.

Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.

**Major Technical Achievements**

What are your major technical achievements?

**Project Review**

What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?

# Conclusions

summarise your work and findings.

**Future Work**

Indicate what might be some next steps to try (if a student next year was going to undertake a project in this area what might be an interesting thing for him/her to examine?).

# References

Eyeware Beam . (2022). How Eye Tracking and Head Tracking Help Disabled Gamers Level Up. Retrieved from https://beam.eyeware.tech/disabled-gamers-level-up-head-eye-tracker/

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# Appendices

Replace this text with Appendices.

This might include ethics application and other relevant material e.g. copy of any questionnaires used.