

ReAL Sound: Outline of a Reusable Audification
Library to Improve Game Accessibility for the
Visually Impaired

Meir Arani
Kyushu University
Graduate School of Design

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Abstract

In a world of ever-increasing software complexity, there has been a growing demand for interoperable, reusable technologies that function in many problem domains. This is especially true in the world of game development, where tools, structures, and architectures often change from title to title. At the same time, the specificity of software user needs has also grown immensely, bringing an increased demand for advanced accessibility tools with it. To address these trends, we propose ReAL Sound: the ReUsable Audification Library, which abstracts the creation of visual accessibility technology for impaired persons in the realm of game design using computer vision and machine learning techniques.

Contents

1	Introduction	2
1.1	Game Development	2
1.2	Accessibility	2
1.3	Computer Vision	2
1.4	Machine Learning	2
2	Literature Review	3
3	Real Sound	4
3.1	Proposal	4
3.2	Outline	4
3.2.1	Design	4
3.2.2	Training	4
3.2.3	Implementation	4
3.2.4	Play	4
3.3	Considerations	4
4	Sample Implementation	5
4.1	OpenCV	5
4.2	Qt	5
5	Experiments	6
5.1	Pong Demonstration	6
5.1.1	Results	6
6	Conclusions	7
6.1	Limitations	7
6.2	Future Work	7
6.3	Thanks	7

Chapter 1

Introduction

1.1 Game Development

1.2 Accessibility

1.3 Computer Vision

1.4 Machine Learning

Chapter 2

Literature Review

Chapter 3

Real Sound

3.1 Proposal

3.2 Outline

3.2.1 Design

3.2.2 Training

3.2.3 Implementation

3.2.4 Play

3.3 Considerations

Chapter 4

Sample Implementation

4.1 OpenCV

4.2 Qt

Chapter 5

Experiments

5.1 Pong Demonstration

5.1.1 Results

Chapter 6

Conclusions

6.1 Limitations

6.2 Future Work

6.3 Thanks