

# LEGEND OF IRIS

*Teaching navigational skills to visually impaired children*



## COMMISSIONERS

*Richard Hendriks, Nikolay Gaubitch*

## COORDINATORS

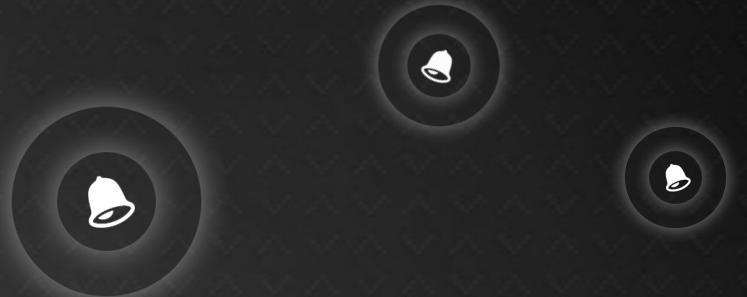
*Rafael Bidarra, Ben Kybartas*

## DEVELOPERS

*Bas Dado, Kevin Allain, Mick van Gelderen,  
Miguel Oliveira, Olivier Hokke*

# THE MISSION

- Locating
- Discerning
- Spatial Memory



# THE CONCEPT

- 3D Adventure game
- Sound clues to guide player
- Focus:
  - *Develop orientation skills*
  - *Kid friendly*



# MAKE AN AWESOME GAME



Astound Holdings



- **3D spatial simulated audio**

*Allows 3D audio on stereo headphones*

- AstoundSound
- Phonon3D

- **Controls**

- Keyboard
- Controllers
- Oculus Rift



# MAKE AN AWESOME GAME



Astound Holdings



- **Blind friendly**
  - All texts spoken, including menus and instructions
- **Guide friendly**
  - 3D top down view
  - Subtitles
  - Indicators of audio sources



# THE STORY

- Connected through computer to spirit realm
- Controls an avatar: Beorn
- Guided by Lucy and IRIS
- Go through several adventures to get the giant out of the spirit village



# TESTING

- **Initial test**  
*Rudjer Glavurtic*
  - Main idea works
  - Don't use mouse
  - "Use the head to move the character"
- **Bartimeus College Zeist**  
*special education for blind children*
  - All thought it was fun
  - Could be used for education



# BRING IT ON!

Demo





# FROM BETA TO FINAL

- Kid friendlier game:
  - Avatar
  - Change the entire story
  - No fighting
  - Difficulty modifications
- Different controls:
  - Keyboard (optionally with mouse)
  - Controllers
  - Oculus Rift

