**Title**

**Title Draft 1:** Accessibility in Games: Integrating video game accessibility features *to lower* ***accessibility barriers*** faced by people with disabilities.

(I like the sound of the first one, except it repeats the word “accessibility” to soon just after the first one is mentioned)

**Title Draft 2:** Accessibility in Games: Integrating video game accessibility features *to lower* ***barriers to access*** faced by people with disabilities.

**Aims**

**Aims DRAFT 1:** To develop a *video* ***game****,* *using the* ***Unity Engine***, which incorporates accessibility features that *cater* ***for*** *players with accessibility* ***difficulties****.*

**Aims DRAFT 2:** To develop a ***Unity game*** which incorporates accessibility features that *cater* ***towards*** *players* ***facing*** *accessibility* ***issues****.*

**Aims DRAFT 3:** To develop a ***Unity game*** which incorporates accessibility features *to* ***help facilitate*** *the* ***experience and challenges******faced/encountered*** *by players with accessibility* ***issues****.*

(**Objectives must be SMART** )

**S** = Specific

**M** = Measurable

**A** = Appropriate/Achievable/Attainable

**R** = Realistic/Relevant/Related: in terms of resources like time and skill

**T** = Time-bound/Time-related: in terms of assigning duration

**Objectives**

1.) Explore and ***identify/establish*** a set of common gaming accessibility barriers ***INCLUDING: Visual Impairments, Hearing, Motor, Cognitive etc***.

2.) ***Investigate/Examine*** accessibility guidelines in gaming and establish common “audio-visual” techniques or methods used to assist ***players/users*** facing accessibility barriers.

(**ALTERNATIVELY, Combine 1 & 2:** Explore and identify a set of common gaming accessibility barriers and investigate established audio-visual techniques that are used to assist players facing such accessibility barriers.)

3.) Develop distinct, individual prototypes focused on each selected accessibility barrier.

4.) Develop a game that integrates all accessibility techniques into the main game loop.

5.) Analyse and evaluate the performance impact of enabling accessibility features.

6.) Analyse and evaluate how well the integrated accessibility features satisfy established accessibility guidelines in gaming.

(**ALTERNATIVELY, Combine 5 & 6:** Analyse and evaluate how well the integrated accessibility features satisfy established accessibility guidelines in gaming as well as its impact on the game’s performance when it is enabled.)