

# Letter of Invitation

Dear Ms. / Mr. Developer,

This letter describes an invitation to an academic research activity. In this activity, we wish to evaluate the approaches employed in a game engine created to aid on the development of Universally-Accessible Games (UA-Games), games that aim to enable people with different interaction abilities and capabilities to play.

The goal of the research is providing an engine that aids prototyping and implementing UA-Games. The engine itself and all its dependences are open-source.

With this activity, we intend to gather feedback on viability, effectiveness and utility to game developers for the game engine's chosen approaches. The approaches include a data-driven architecture, component based systems, events and player profiles, aiming to provide a flexible way to enable developers to customize and personalize the game during run-time.

This evaluation is part of a nonprofit project conducted by the student principal investigator. The project is an implementation of a Masters dissertation, supervised by Professor Vânia Paula de Almeida Neris, from the Flexible and Sustainable Interaction Laboratory (LIFeS) of the Federal University of São Carlos / Brazil (UFSCar), with financial aid from FAPESP (2012/22539-6).

We appreciate your time and attention.

Kind regards,

Franco Eusébio Garcia

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## Criteria for Participation

This activity invites:

- Game developers;
- Software developers;
- Researchers.

To evaluate the project. As the game engine and the available material are implemented in C++, knowledge in the language is recommended.

## Process for Acceptance and Deadline for Submission

Should you wish to participate in the evaluation, please refer to the Criteria for Participation below. If possible, we kindly ask you to submit your responses preferably up to 12 of April.

Should you wish to participate at a later time, we kindly ask you to send an email to [<franco.garcia@dc.ufscar.br>](mailto:franco.garcia@dc.ufscar.br).

## Evaluation Guide

Should you wish to participate, we kindly ask you to download the material available in <<https://github.com/francogarcia/uge-evaluation>>. Afterwards, we ask you to:

1. Read the Statement of Informed Consent;
2. Read the task description;
3. Read the provided support material;
4. Access the online evaluation form (available at <<https://docs.google.com/forms/d/18Mrf4MEEK2m7R4tpL9x9ffUQ-Gs9ONRtTdDYRJhN1gE/viewform>>);
5. Fill the pre-session form;
6. Perform the task;
7. Fill the post-session form;
8. Submit the evaluation form.

The required material is available at <<https://github.com/francogarcia/uge-evaluation>>. The game engine's source code is available at <<https://github.com/francogarcia/uge>>.

You may contact the student principal investigator (<[franco.garcia@dc.ufscar.br](mailto:franco.garcia@dc.ufscar.br)>) via email at any time.

## Opinions and Impressions (Optional)

We would love to know your opinion about the game engine and the evaluation process. Should you wish to provide it, an optional form is available at the evaluation form.

Critics, suggestions, omissions and / or overall comments about the usage of the engine would be great to it.