



Game Changer: Accessible Audio and Tactile Guidance for Board and Card Games

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*****Link to the slides: Link coming
soon!*****

Motivation

- Board games are common form of social interaction
- Board games improve problem-solving and communication

skills¹



Images Credit: <https://shop.hasbro.com/en-us>

Accessibility Issues Faced

- Board games are **not** accessible to blind or visually impaired players because information is conveyed visually
- Location of game pieces
- Information on cards
- Hidden information
- Lack of options



Image Credit: <https://shop.hasbro.com/en-us>

Current Methods for Adaptation

- Help from a sighted person
- Purchasing accessible games
- DIY solutions

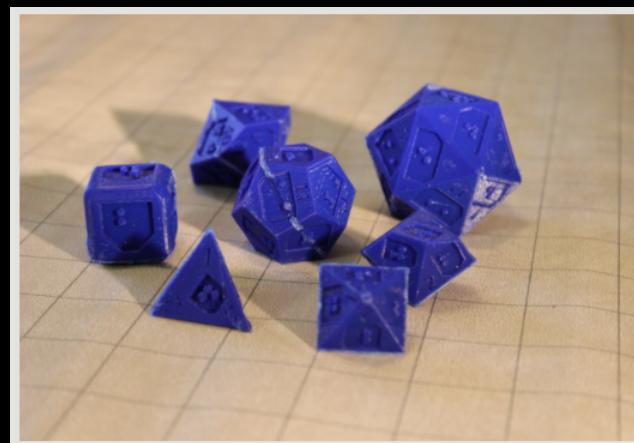


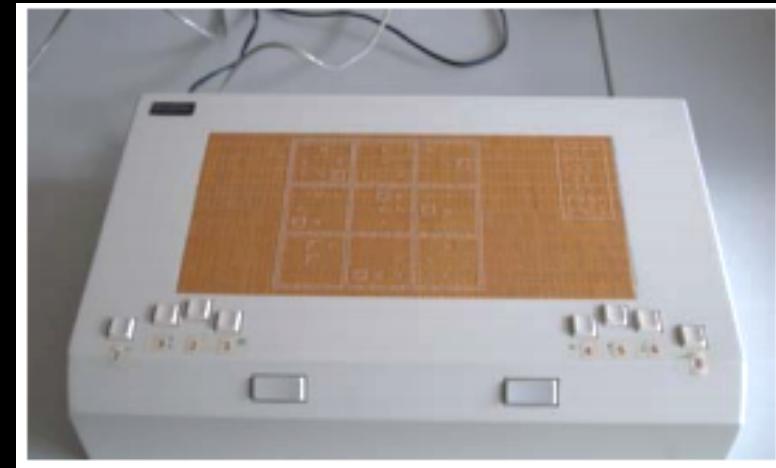
Image Credit: <http://www.64ouncegames.com/>



Image Credit: escribescrabble.blogspot.com/

Related Work

- Accessible Games



[Gutschmidt et al - PETRA 2010]



[Filho et al - CHI 2019]



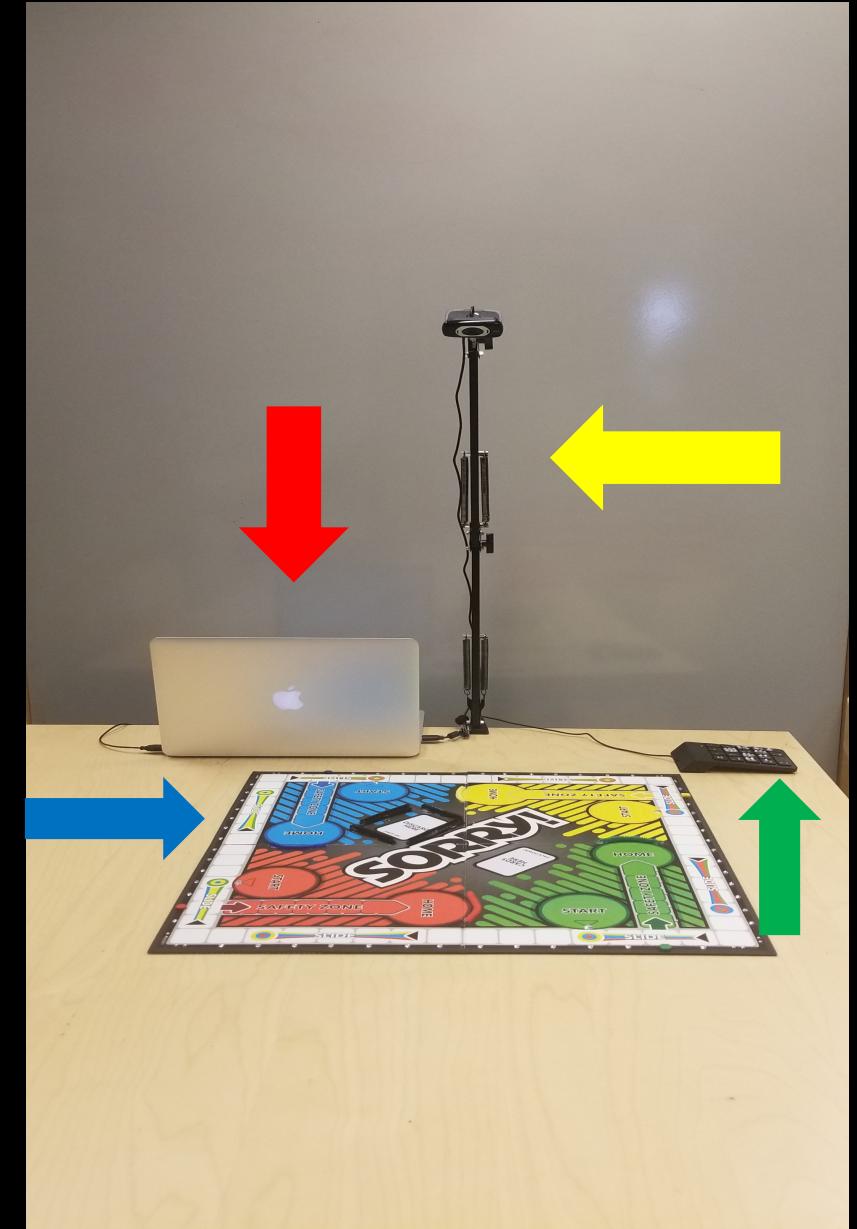
Image Credit: www.thingiverse.com/thing:514314

How can we build a tool that augments off-the-shelf board games to make them accessible for people with visual impairments?

Game Changer

Game Changer

- Webcam (\$70)
- Laptop (\$800)
- USB 10 number keypad (\$10)
- Board Game with Tactile Augmentations (\$20)
- Tactilely distinct game pieces (\$3)
- ArUco Markers (\$0)



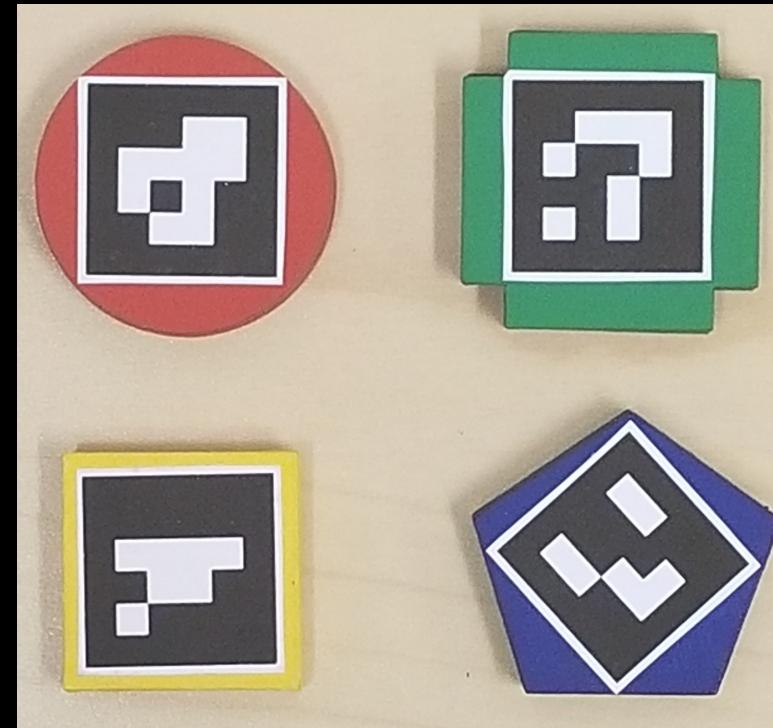
Software

- OpenCV
- ArUco Markers
- Metadata game file



Tactile Features

- Game Pieces
- Tactile Features



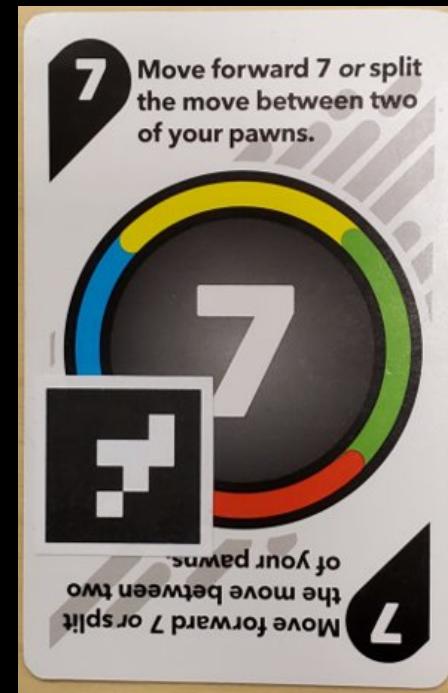
Keypad Commands

- Commands Available
 - Game piece locations
 - Information on cards
 - Information about special spaces
 - Roll dice, if applicable



Adding New Games

- Metadata file specific to each game
 - Contains all necessary information about the board layout and cards
 - Supported Games: SORRY!, Monopoly, Chutes and Ladders



Playing the Game



User Study

User Study

- Participants
 - 7 Participants
 - 4 male, 3 female
 - Aged from 29 – 49
 - “No vision” (n=4)
 - “Light perception” (n=3)
- Participants played SORRY! independently using Game Changer against a sighted opponent

Round One: Play SORRY! with Sighted Assistance

- Play 5 to 10 turns of SORRY! with sighted assistance

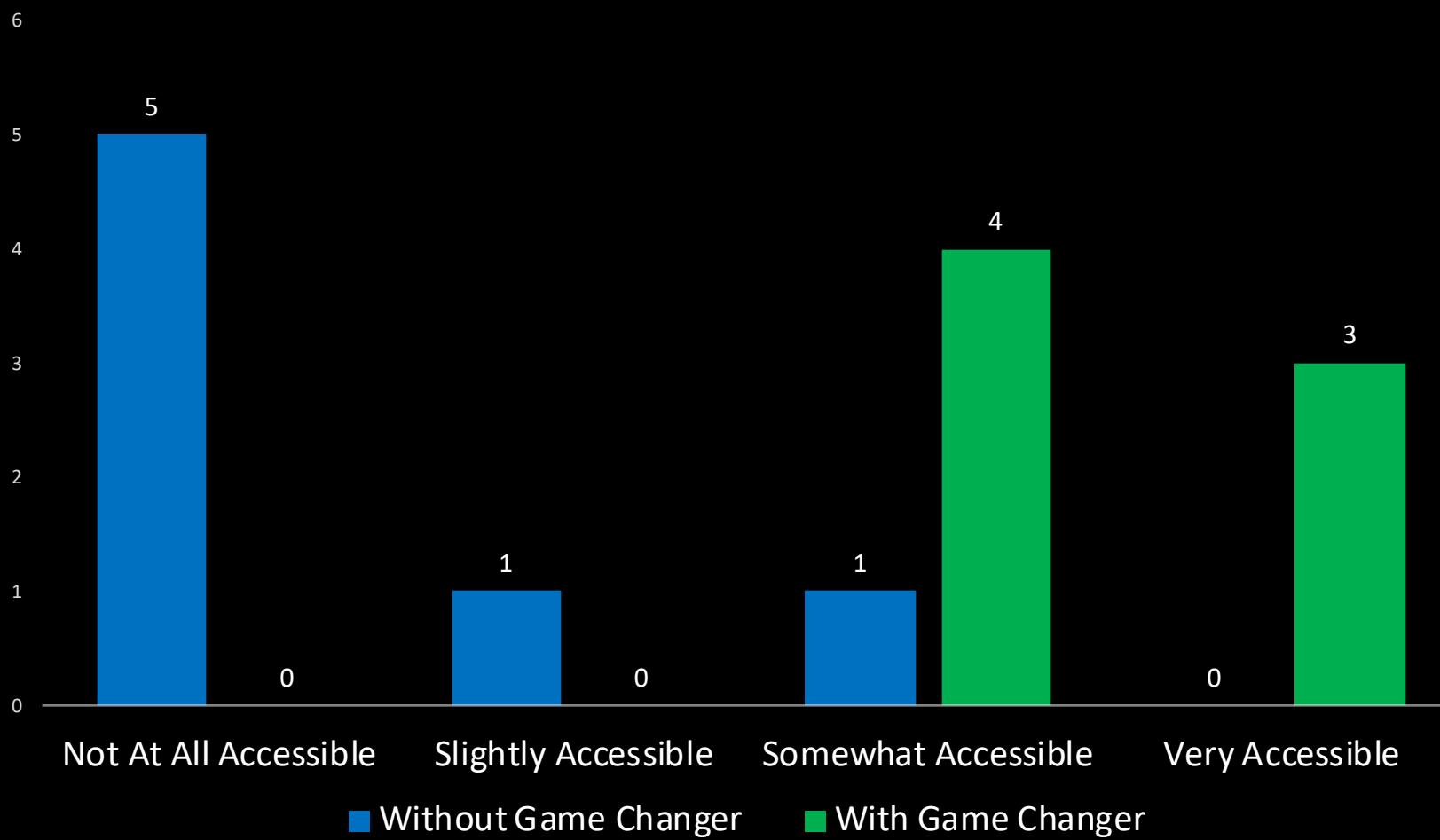


Round Two: Play SORRY! with Game Changer

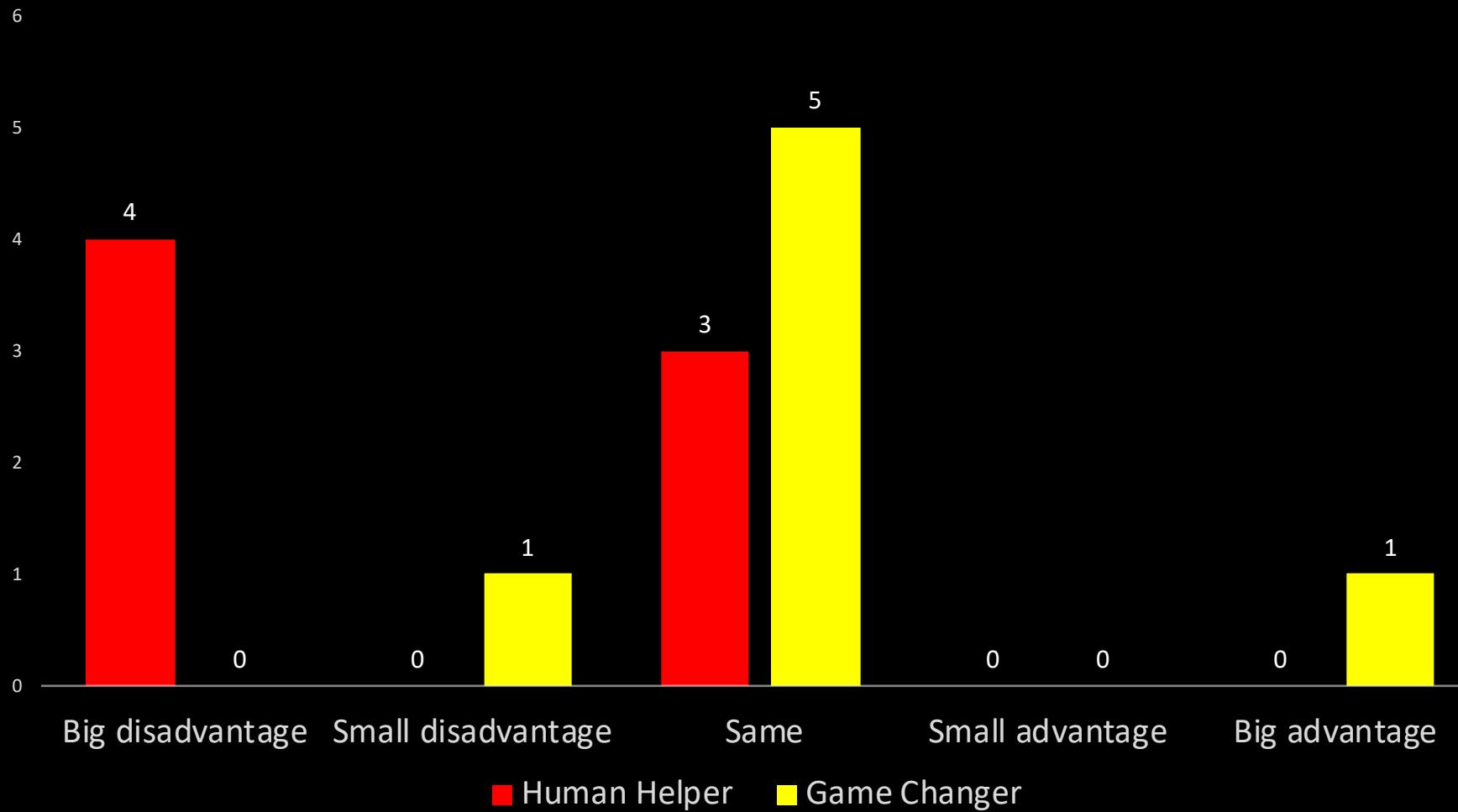
- Complete an exploratory task
- Play 10 to 15 turns of SORRY! with Game Changer as only assistance
- Gather feedback on system



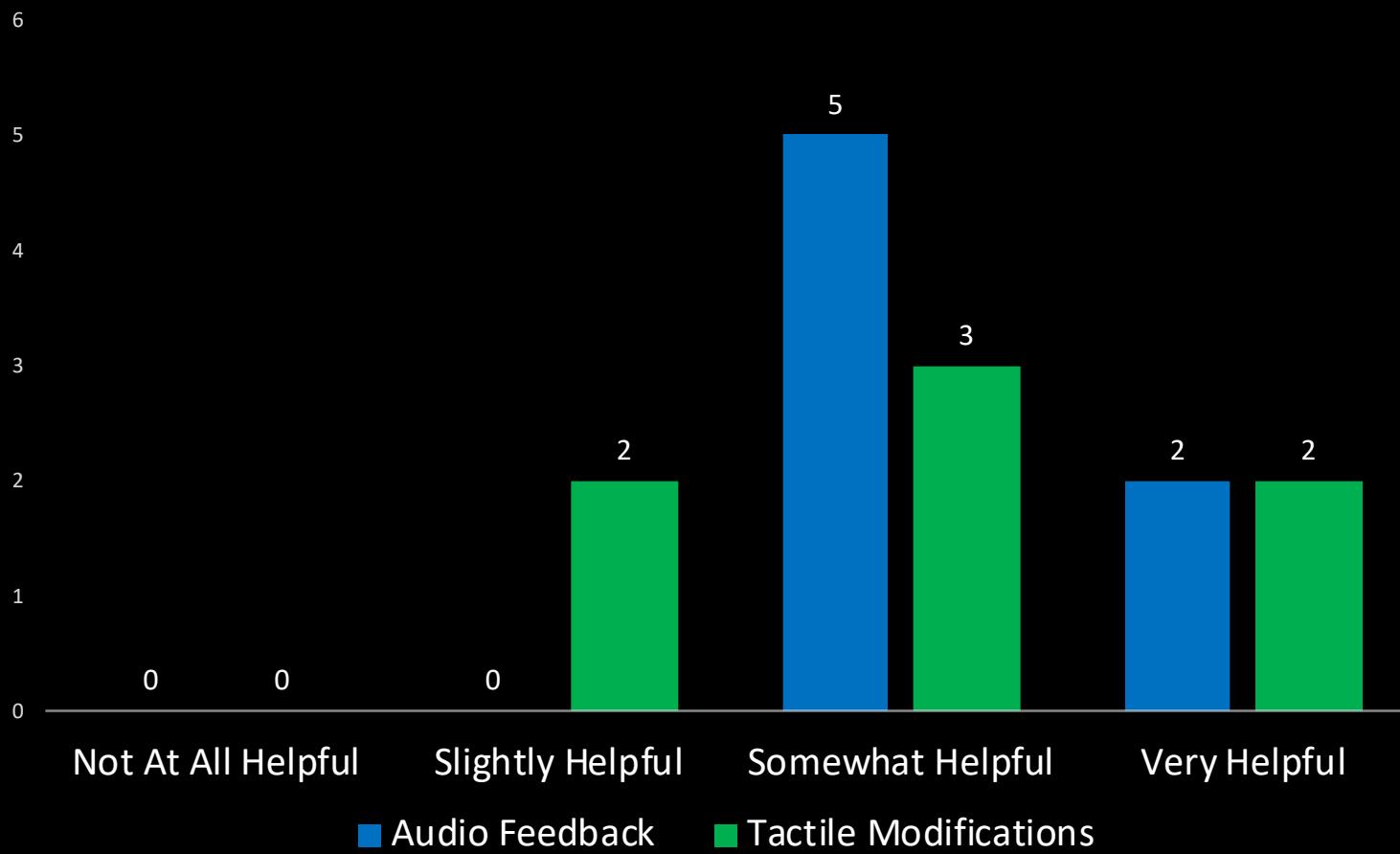
Accessibility of Rounds



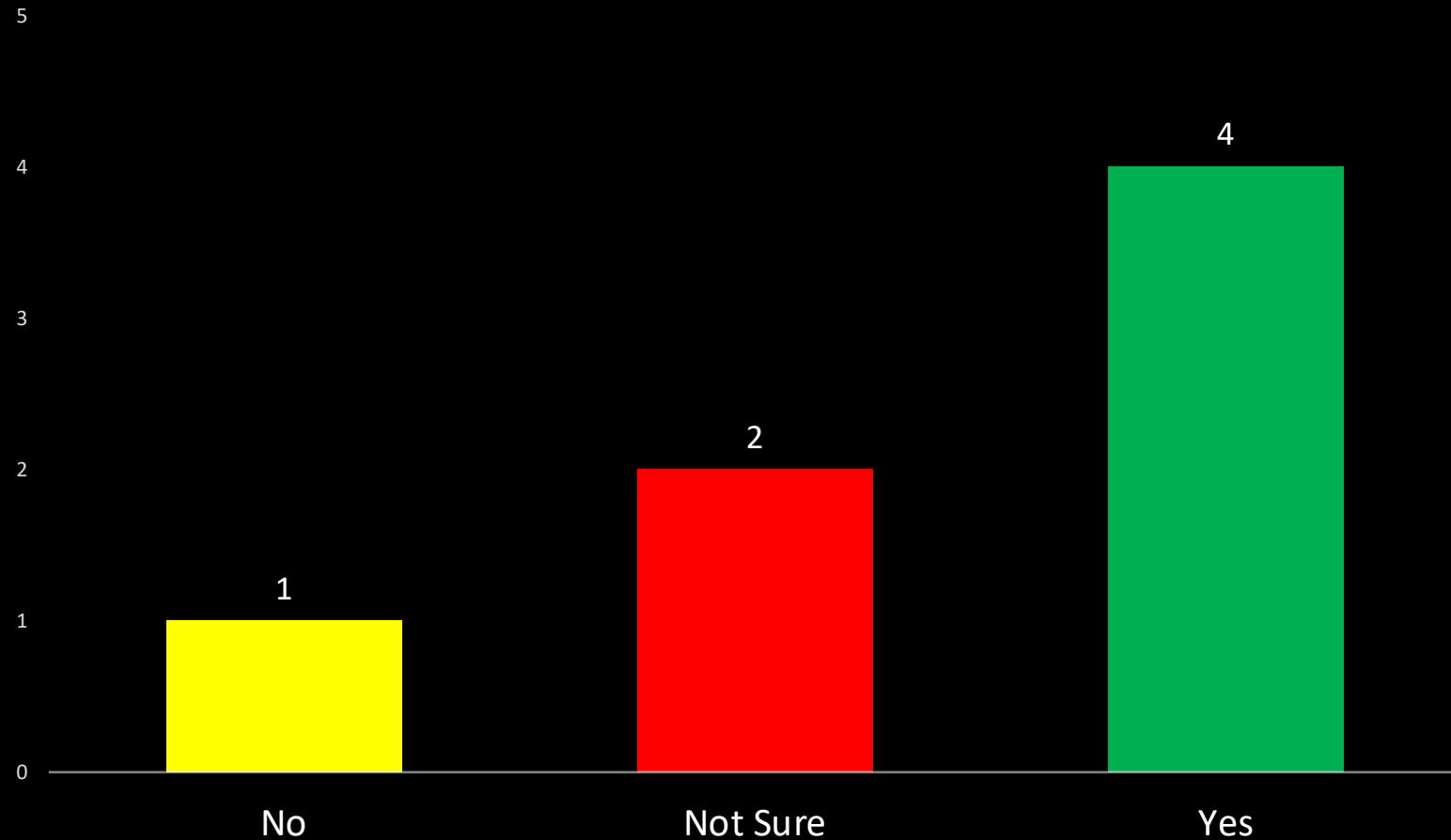
Advantage or Disadvantage



Helpfulness of Feedback Modes



Independence



Interesting Quotes

- *“I would give it zero out of ten in terms of accessibility for the first one (without Game Changer). The first one had nothing in terms of accessibility. There isn’t anything basically not even from a usability perspective in terms of how to use the game.” –P4*
- *“I know I had a helper but that just makes it feel automatically not fun, so it’s just like a chore versus me actually playing a game” –P3*
- *“I like that the system reads the card. That is one of the most annoying [things] about playing with other people is that they don’t always remember to read the cards.” –P1*
- *“Once you learn the keypad and all the buttons, it was pretty intuitive. It was fun you could play it independently.” –P6*

Future Work

- Information needs
- System Setup
- Repository of Metadata Game Files
- Application for Game Designers

Conclusion

- Many board games are **not** accessible to BVI people because information is presented visually
- Current methods for adaptation are **limited** and **dependent** on external factors
- Game Changer: **tactile** features and **audio** descriptions of board games can be used to make existing games **accessible**
- Participants valued the ability to play games **independently**



Thank you! Questions?

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