Assistant Tools and Accessibility Features for Blind People Playing Visual-Centric Digital Games

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ABSTRACT

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CCS CONCEPTS

• **Applied computing** → **Computer games**; • **Human-centered computing** → **Accessibility**; • **Human computer interaction (HCI)**;

KEYWORDS

blind, accessibility, gaming, digital games, navigation, tools, AI

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1 INTRODUCTION

Short summary of *My Zelda Cane* paper about what they wrote and noting that they did not explore general Accessibility Features current game companies are using/developing as well as state-of-the-art tools. In Addition to that I want to explore those tools and Accessibility Features deeper. As Third point I want to get a deeper look into how software companies handle features for blind people like *The Last of Us: Part 2*.

2 STATE OF THE ART

New tools for blind players and newest Accessibility Features software companies using/developing.

Screen Reader Audio Cues and Descriptions Haptic Feedback Customizable Controls Text-to-Speech and Speech Recognition Accessible Menus and Interfaces Echolocation

3 GET DEEPER INTO ONE OR TWO NEW TOOLS FOR BLIND PLAYERS

4 GET DEEPER INTO ONE OR TWO ACCESSIBILITY FEATURES

5 FUTURE WORK (WHAT ELSE COULD BE DONE, EXPLORED DEEPER OR WOULD BENEFIT BLIND PLAYERS)

6 CONCLUSION

Summary of key findings
[1]

REFERENCES

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