

# Assistant tools for blind people playing 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* article and what I want to explore!

## 2 RELATED WORK

Maybe short summary of the related works i gathered (State of the art)

## 3 CONCLUSION

[1]

## REFERENCES

- [1] J. Christopher Westland. 2002. The cost of errors in software development: evidence from industry. *Journal of Systems and Software*, 62, 1, (May 1, 2002), 1–9. doi: 10.1016/S0164-1212(01)00130-3.

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