

SEEKING VOLUNTEERS: EYE-TRACKING & ESCAPE ROOM HACKATHON

The Advanced Cognitive Engineering Laboratory (ACE Lab) at Carleton University is hosting a full-day Hackathon competition. Teams will be challenged to create an 'Escape Room' game, using the Tobii 4C Eye Tracker. An important part of the project is to work on art creation that is also accessible to individuals with physical disabilities.

The Hackathon is the main event of a collaborative project organized by two teams of academics and graduate students from the ACE Lab at Carleton University and the IMPACT Lab at the University of Regina. The project seeks to take a step in developing accessible means of creative production, and to produce tangible outputs which employ eye-tracking technologies. The project, "Eye Tracking, Disability, and Mind Art Creation: A Multidisciplinary Approach" brings together scholars from Cognitive Science, English, Critical Disability Studies, and the Digital Humanities.

Food will be provided, each participant will receive a prize and the winning team will win an additional prize.

Who: Anyone wanting to participate, experience with game design, C#, or Unity is a bonus

When: **July 28th** and **July 29th**

Where: ACE Lab, Carleton University

Interested? Email us at

carleton.hackathon@gmail.com ASAP

