

Final Project Proposal Plan

Nat Nina and Junes Dreyfus

Artistic vision

Idea Pitch:

We will be exploring the theme of accessibility in both digital and physical spaces by creating a web-based chatroom set in a digital space. The space will be customizable by the player by adding features and objects, as well as the interface which the user will be able to move around and change to be more accessible.

Experience pitch:

The goal is to give players the freedom to create an accessible experience by empowering the player to decide what they are most comfortable with. The 3D space will also be an extension of that, with the user being able to create a space that they will be able to navigate with the most ease. The user interface will include customizable options that will emphasize clarity and readability, as well as color palettes to support various forms of color vision. Optional ambient sound design could also be added to increase spatial awareness.

Technical

The project will be composed of mainly two parts: the chatroom and the virtual space.

The Chatroom:

This would be the current main focus because of how central it is to the program's experience, and as the form it will take is already pretty established. The other additions will be branching out from this.

The chatroom will be text-based and programmed using WebSocket or a WebSocket library, which is simpler than other approaches using HTTP. The text sizes and fonts will be modifiable. At least 5 options of fonts should be available, with most being dyslexia-friendly. The user will have to self-identify for each message: writing their pseudo, setting their avatar (by drawing it each time and embracing the micro-variations of the self) . Potential sound notification systems could be activated by the user as well.

An existing example of a modular chatroom / web experience : [N10.AS® RADIO - WORLD WIDE WADIO](#)

The virtual space:

This will be thought of secondarily as there are many ways to go about this, and because of how loose the framework is so far. The main point is to communicate the idea of inhabiting a

space rather than a forum-type experience, making the chatroom a more domestic/intimate space.

The space will be 3D modeled in Blender or another modeling software, and will be pre-rendered and/or imported onto the website using Three.js. Users will be presented with a library of objects and structures to modify the environment (ramps, benches, etc.). Lighting and effects will be adjustable or removable, and the player will be able to create custom navigation paths. We need to find out how the space traversal will be (could be a rudimentary 3D space with basic controls/a slide-show of pre-rendered images à la *Myst*).

The 3D space would be loosely modeled after an existing real-life building, existing as a digital copy where the space is reclaimed and made with accessibility as a core concern.

Challenges:

Main challenges will be implementing the 3D environment and chat room interface seamlessly as well as managing the different user preferences.

Sketch : (the 3D is just something I had lying around)

