Bringing Programming to the Visually Impaired

One Pixel at a Time

Here we introduce a teaching tool that aids the blind student in “seeing” programming in action. The world is heavily visual. Visual programming examples help. Unfortunately, the blind individual is left behind. Our tool, helps in the “seeing” of the visual. The tool provides both tactile and auditory feedback. The tactile output is a text map to be printed by a Braille embossing machine. We will demonstrate the tool.

