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Making the mainstream accessible: what's in a game?

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Making the Mainstream Accessible

What's in a Game?

Matthew Tylee Atkinson
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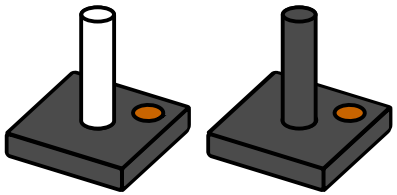
http://www.agrip.org.uk/

Research School of Informatics
Department of Computer Science
Loughborough University

13th July 2006



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Outline

- Context
  - Then
  - Now
  - Future
- Local Navigation
- Structure Adaption and Filtering
  - Overview
  - Domain-Specific Solutions
  - Case Study: The ESR
  - Generalisation
- Serialisation and Prioritisation
  - Overview
  - Domain-Specific Features and Solutions
- Links to Education
- Final Thoughts
  - User Survey
  - Further Work
  - Conclusions
  - Acknowledgements
- References

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- **Drawback:** Segregation

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  - Potential to augment existing practises and assist in teaching

Local Navigation

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  - Contrast to global navigation

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- Technique: "Devices" [GMA Games, 2001]

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- Appropriate adaptation of existing information [Brewster and Brown, 2004, Smith et al., 2004]
  - Little/no need to invent extra information in many cases

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  - "fair advantage" not necessary?

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- Application of these techniques in other areas

Serialisation and Prioritisation

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- Universal route to making a medium accessible (e.g. [LAMBDA Project, 2005])

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- ...though not necessarily usable (e.g. screenreader serialisation of tables)

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  - Collaboration
  - Use in other forms of navigation
  - Direct use in educational settings (e.g. [Laird, 2001], or as a replacement for accessible programming systems [Sánchez and Aguayo, 2005])

Final Thoughts

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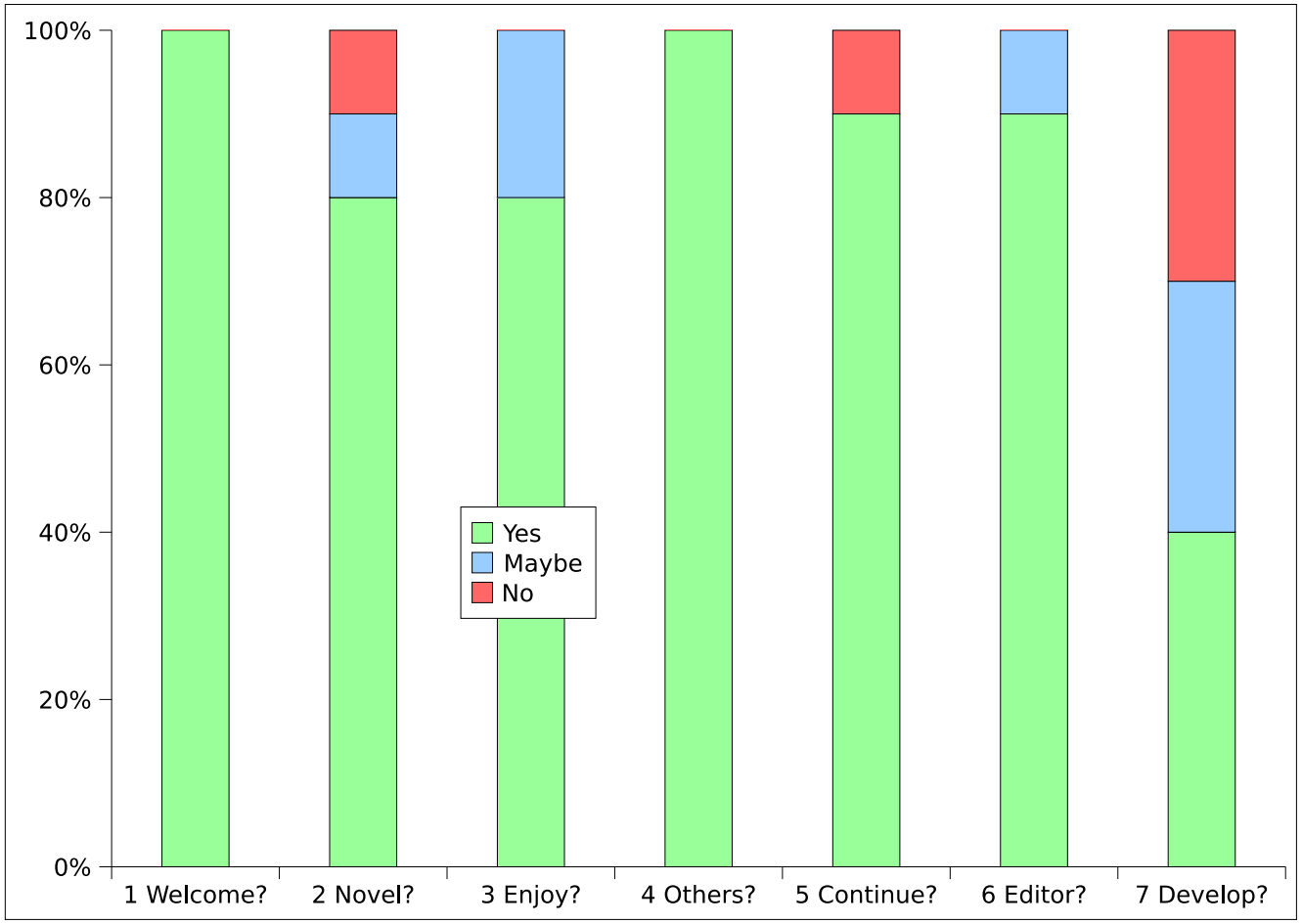

This survey covered 20 users of AudioQuake.

Further Work

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- Improve existing techniques

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Acknowledgements

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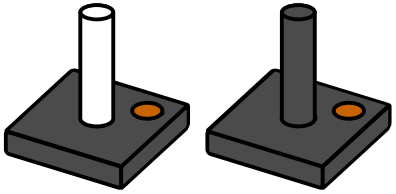
Thanks for listening!
Any Questions?



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