CONE-SCIOUS

Project Robin Hood

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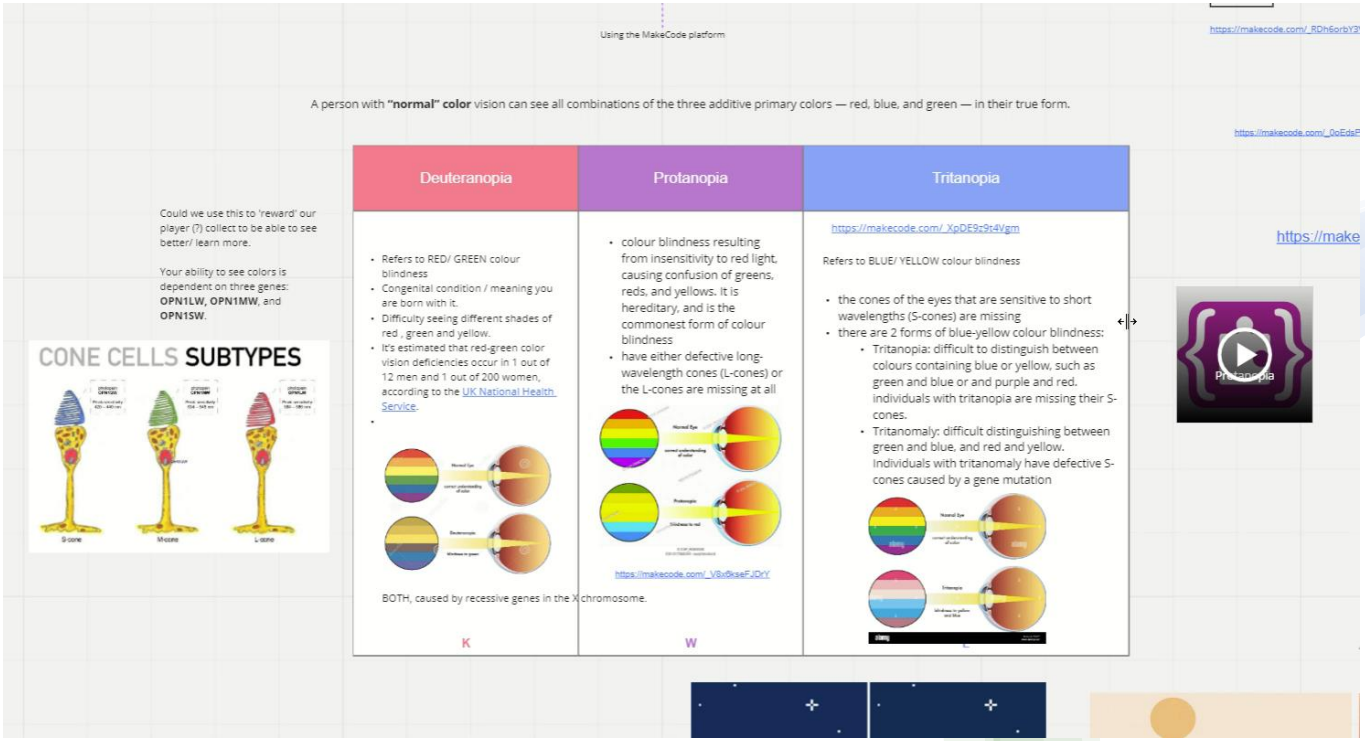
IDEA DEVELOPMENT

Research: Equity in experiencing technology

Accessibility settings

Need to be fulfilled: Colour Blind Filters/ Awareness

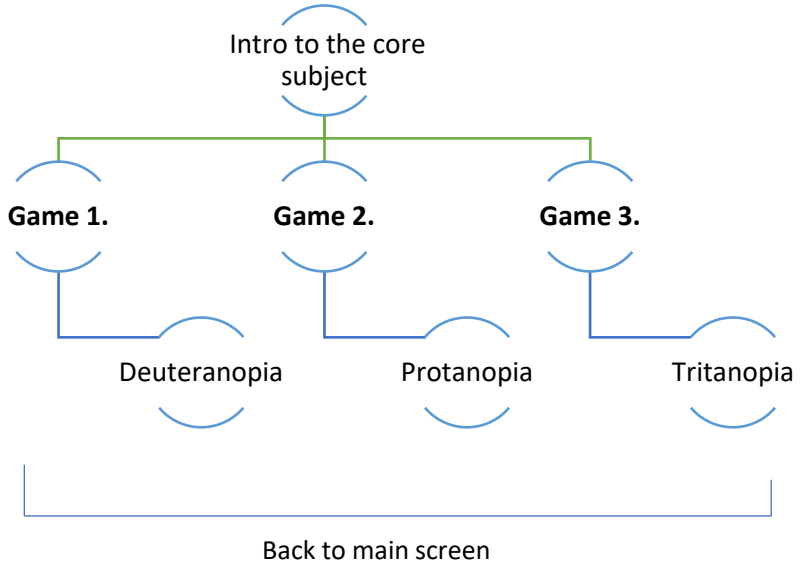
Game idea: Educational Piece + embedding accessibility



Research process and moodboard

GAME MECHANICS & DESIGN

Logic and Flow

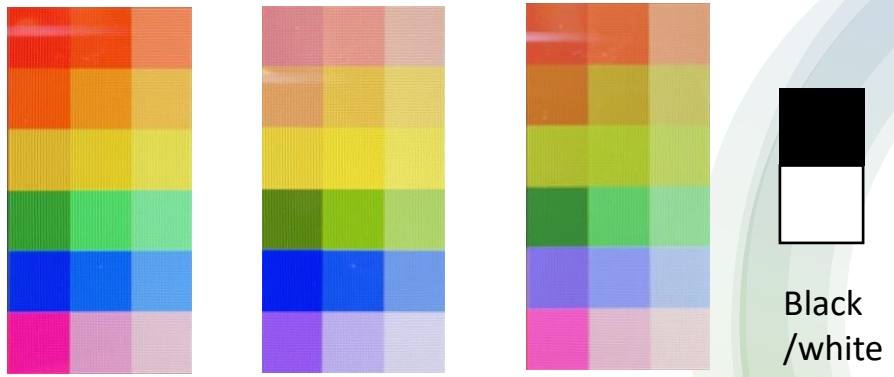


Each sub-game implements its corresponding correction colour palette and presents information concerning the eye condition.

Style and Graphics

- Retro games
- Concise and informative

Customised colour palettes (colour correction)



Deuteranopia Protanopia Tritanopia

Black /white

GAME 1
Deuteranopia

- Information on Deuteranopia.
- Instruction on how to play the game.
- Game play – Collecting the missing genes (score ++) and avoiding to fall the platform (score --)
- Result
  - WIN – finish the level
  - LOSE – failed the level

OPN1MW (green)

GAME 2
Protanopia

- Information on protanopia
- Instruction on how to play the game
- Game play – collecting the missing genes (score ++) and avoiding the others (life --)
- Result
  - WIN – survived and collected at least one missing gene
  - LOSE – ran out of lives, did not collect any missing genes
  - OPN1LW (red)

GAME 3
Tritanopia

- Information on Tritanopia
- Instruction on how to play the game
- Game play – finding a way out of the maze, collecting the missing genes (score ++) and avoiding the others (score --)
- Result
  - WIN – got out of maze and score >=1
  - LOSE – did not get out of the maze within 100s, score < 1

OPN1SW (blue)

Biggest Challenge & Future Development

Setting up Correction Colour Palettes and working synchronously in the same document!

- Improving graphics/ polishing facts/ generating a consistent narrative.
- **UX**: improving narrative and Usability/ as well as glitches.
- Blind Level. Exploring with sensors (?)