

# A Multiplayer Inclusion Game for Blind and Sighted Player in a Virtual Environment.

## Motivation

Worldwide  
**285 Mio.**  
blind and partially  
sighted people.<sup>1</sup>



**1.2 Mio.**  
in Germany.<sup>2</sup>



Most games focus  
on **visual effects.**<sup>3</sup>

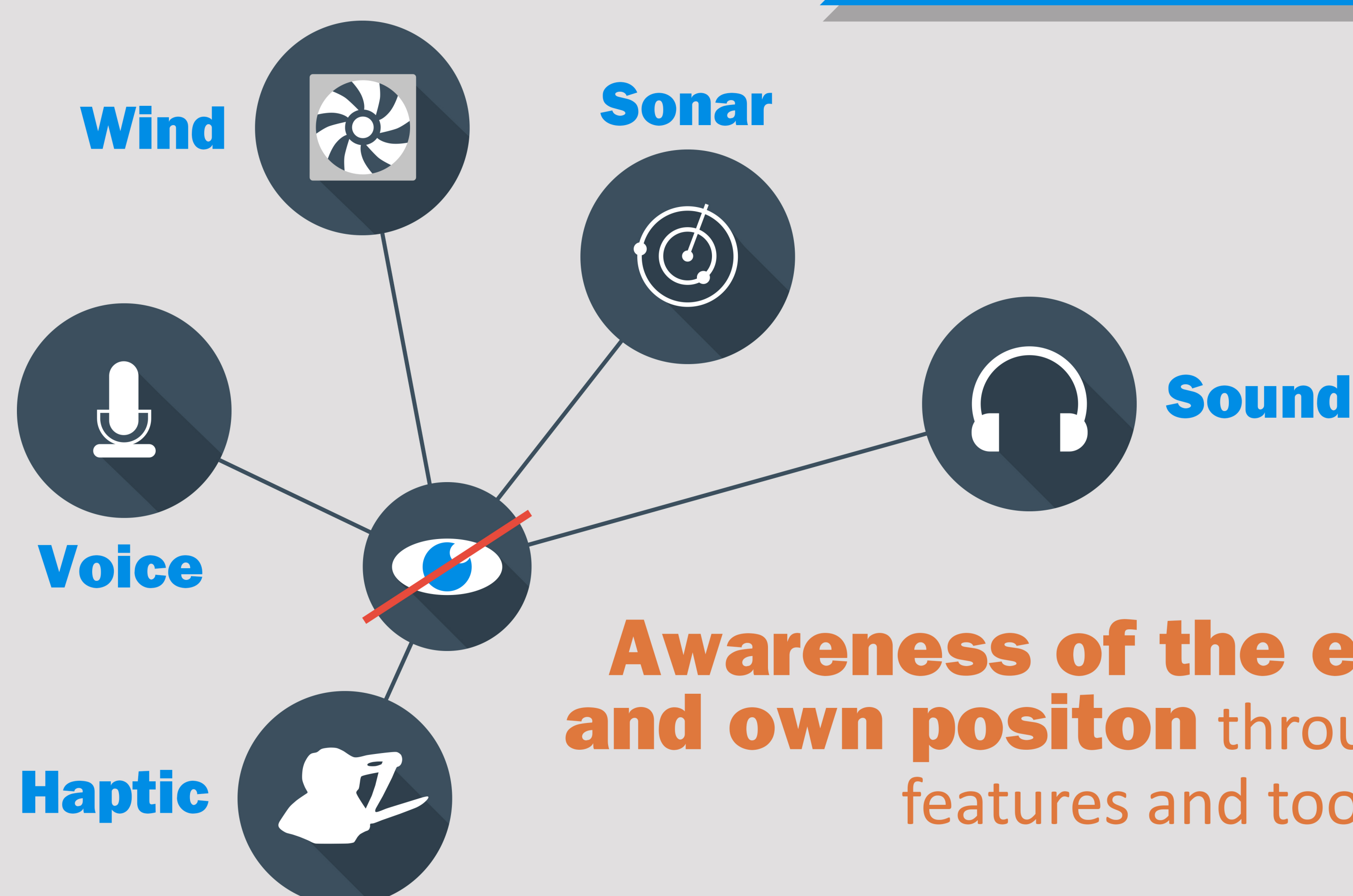


- ✓ Real-time interaction
- ✓ Equality of Opportunities
- ✓ Shared virtual 3D environment
- ✓ Haptic and Audio feedback
- ✓ Kinect as an input device

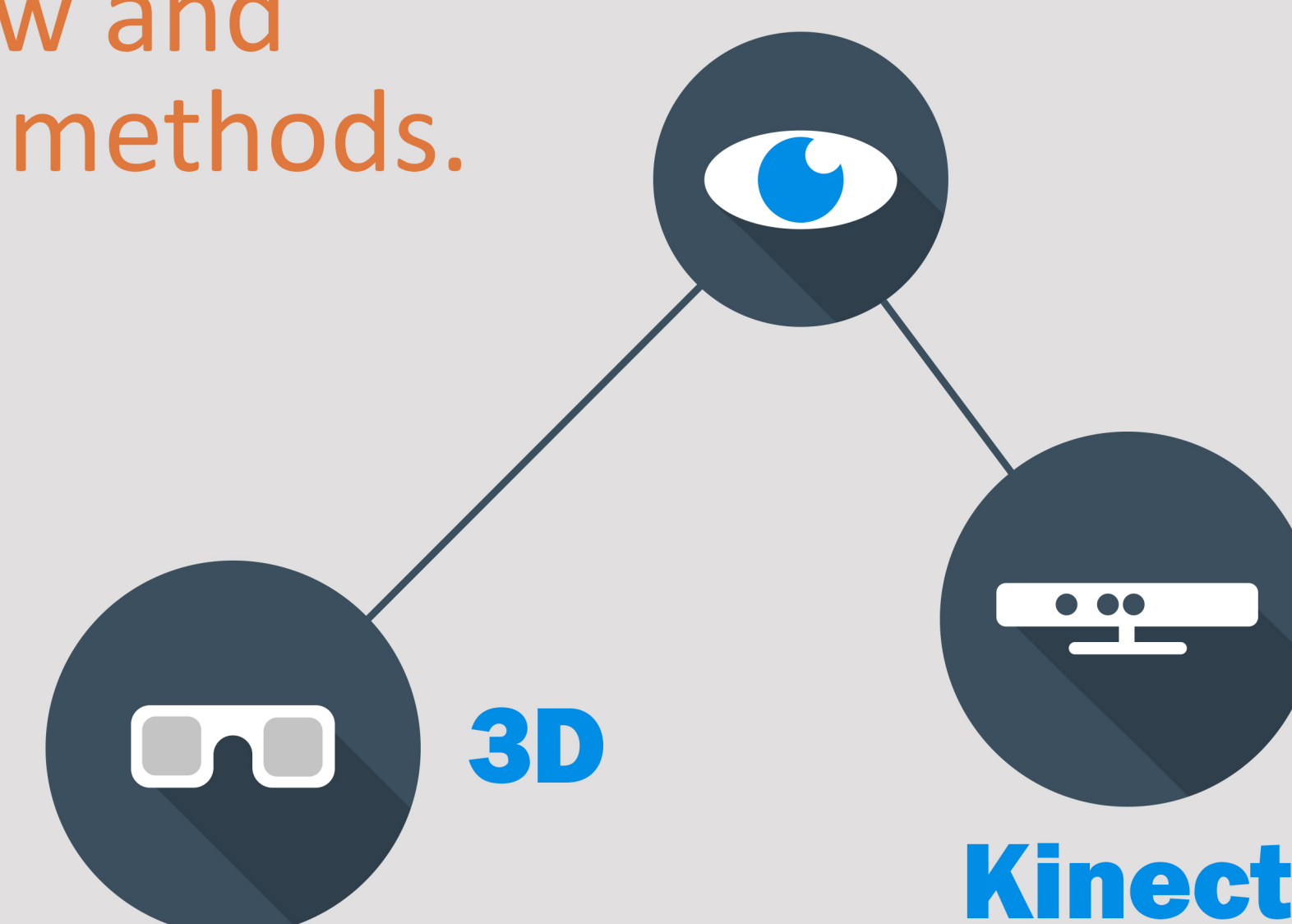


**Inclusion Game**  
for visually  
impaired people

## Tools & Features

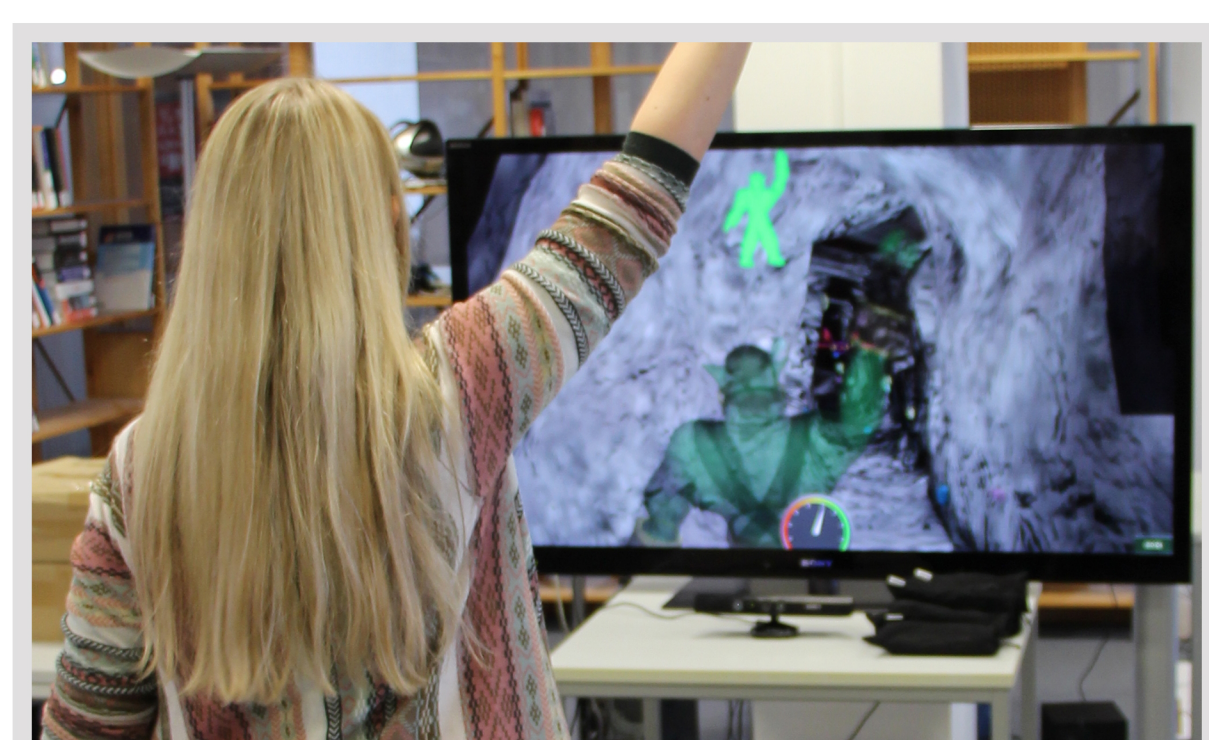


**Immersive experience**  
through new and  
intuitive input methods.

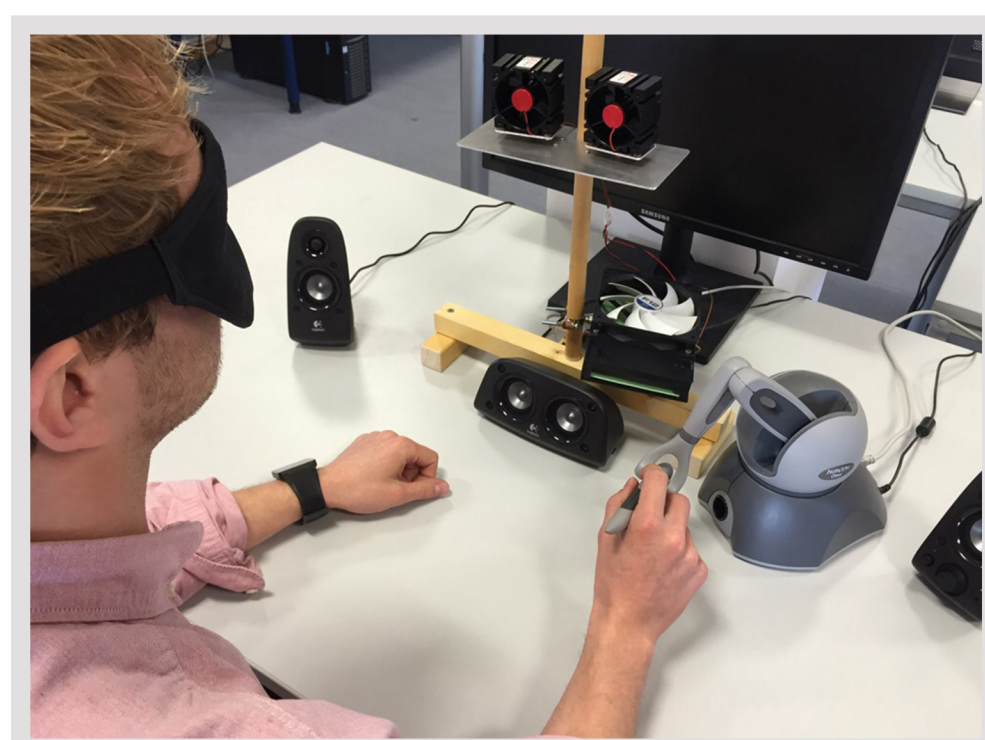


## Setup

### Sighted Player



VS.



### Blind Player

## Results

**20%** are aware of the  
distance to the opponent.

54.5 % 31.8 %

**50%** are aware of the  
distance to walls.

60.6 % 36.4 %

**30%** are aware of  
the tunnel structure.

63.0 % 37.0 %

