Weeks 8 & 9
The Plan

- LIT Review: Game Over: Learning by Dying
- Dance Tool
- Plans for the Future
Lit Review

Motivation: Lack of accessibility in games
- Knowledge of accessibility guidelines are either ignored or not fully understood

Solution: Game Over: Learning by Dying
- Similar concept to Space Invaders
- Very difficult to play
- Fun way to teach the importance of accessibility
- To die is to learn
Lit Review
Literature Review

Evaluations

- Electronic forms were released with the web-based game (239 registered; 49 returned forms)
  - 5 multiple choice questions
  - Additional question asking for further comments
Q1. How familiar were you with the accessibility guidelines presented in “Game Over!” before playing the game?

Q2. How much do you think that playing “Game Over!” helped you familiarize with game accessibility guidelines and their application?

Q3. How much fun did you have playing the game?

Q4. How useful would “Game Over” be as an educational tool?
Contributions

- Address lack of accessibility in Games
Future Work

- Better evaluation methods
- Background information on guidelines
Dance Tool

The Plan: Making the Dance Tool Interface fully functional

Variable Generator
Dance Tool

Dropping functions (dance moves) into the Notepad & Timeline
Problems

Notepad Resizing
Lessons Learned

- Audio features in Java
- Layout features
- Mastered drag and drop
Next Week....

- Finish drag and drop functionality
- Finish timeline
References

Java Tutorials: “How to Use Borders”
July 20, 2008

Java Media Framework – How do I get a JSlider to follow the elapsed time of a song? And also seek.
July 22, 2008

Java Tutorials: Playing Sounds
May 21, 2008
Any Questions?

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