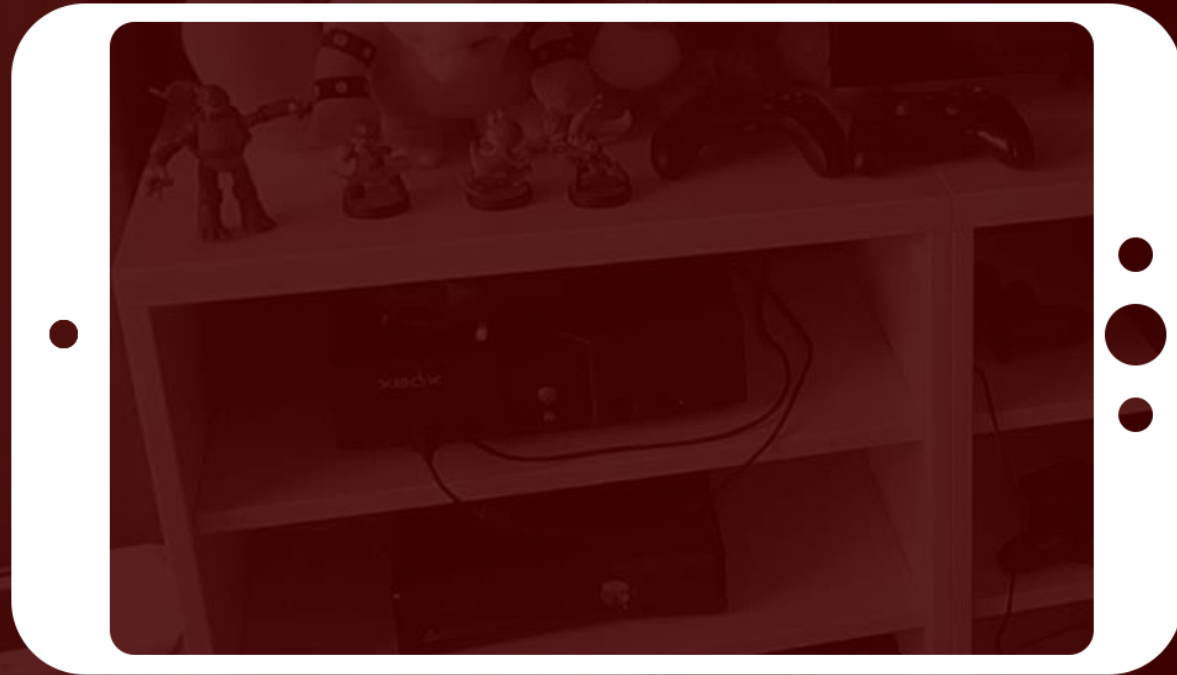


The background image shows a room with a desk and shelves. On the desk, there is a large television. To the left of the desk, there are shelves filled with various toys, including a large stuffed animal, several action figures, and a small toy truck. The room is dimly lit, and the overall color scheme is dark with a reddish-brown tint. The text "SERIOUS GAMES DESIGN" is overlaid in large, bold, white letters, and "CLIENT PRESENTATION" is overlaid in smaller, bold, yellow-green letters below it.

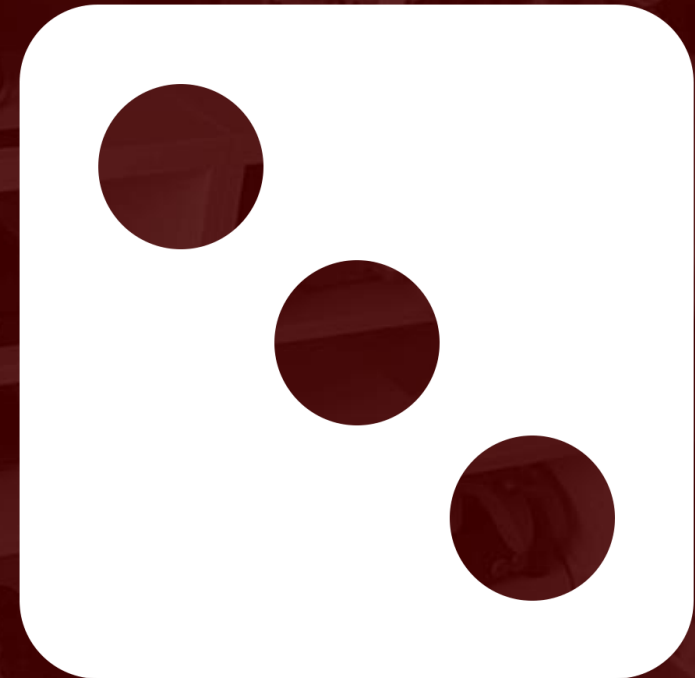
# SERIOUS GAMES DESIGN

## CLIENT PRESENTATION

# GAMING FOR THE VISUALLY IMPAIRED



**MOBILE GAME**



**BOARD GAME**



# MOBILE GAME FOCUS

**ACCESSIBLE  
TO TARGET  
AUDIENCE**



**SIMPLE CONTROLS**

**TACKLE  
DIGITAL  
ANXIETY**



**EXPOSURE**

**IMPROVE  
DIGITAL  
CONFIDENCE**



**IMPROVEMENT**



# MOBILE GAME APPROACH

## SIMPLE CONTROLS



CONTROLS ACCESSIBLE  
TO VISUALLY IMPAIRED:

RECOGNISABLE BY TOUCH

UTILISE OTHER SENSES

## EXPOSURE



CREATE A TENSE AND  
EXCITING EXPERIENCE:

TIME BASED

FAST AND CHAOTIC

## IMPROVEMENT



BECOME BETTER BUT  
NEVER MASTER:

SKILL CONFIDENCE

HIGH SCORES



# MOBILE GAME PROTOTYPE

**REQUESTED RESPONSE  
VIA AUDIO**



**FOUR CORNER BUTTON  
INPUT**



**PROTOTYPE SCENARIO: DELAY THE BOMB**



**AIM: REFOCUS FOR RELEVANCE**



**BOARD GAME  
FOCUS**

**MANAGE  
LIFE**

**MANAGE  
MONEY**

**PROMOTE  
SOCIALISATION**



# BOARD GAME APPROACH

**MANAGE  
LIFE**      **MANAGE  
MONEY**

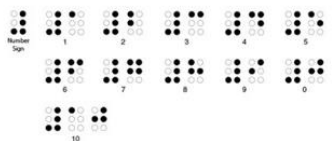
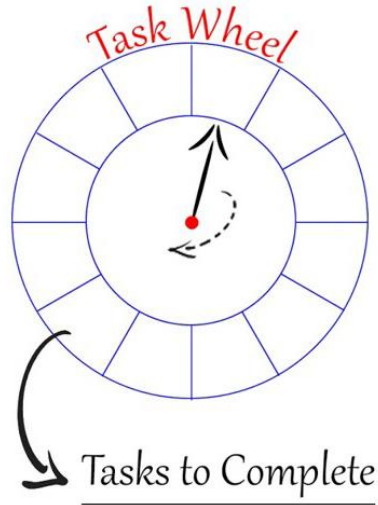
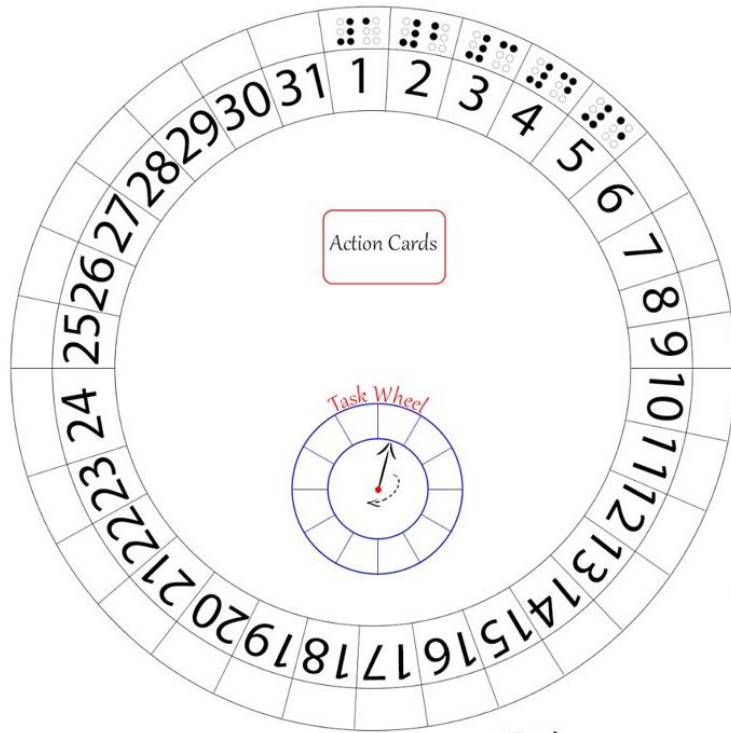
**PROMOTE  
SOCIALISATION**

**CONSIDER THE  
MONTHLY  
CYCLE**

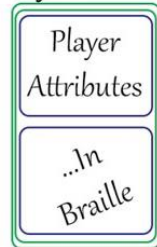
**REPLICATE  
THIS IN GAME  
TO ALLOW  
MANAGEMENT**



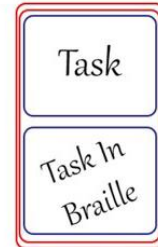
# BOARD GAME INTENDED PROTOTYPE



Player Cards



Action Cards



**MONOPOLY INSPIRED  
GAMEPLAY**

**REPLICATION OF REAL  
LIFE EVENTS AND  
ACTIONS**

**DELIVERED THROUGH  
BRAILLE**





# BOARD GAME INTENDED PROTOTYPE

