

BACHELOR PROJECT ASSIGNMENT

Student: **Dina Chernova**

Study programme: Software Engineering and Management
Specialisation: Web and Multimedia

Title of Bachelor Project: **Development of games for users with visual impairment**

Guidelines:

1. Study the user-centered design for blind and visually impaired users.
2. Implement two games in Java language (e.g. chess, RPG, checkers).
3. Test the user experience on 5 visually impaired users.

Bibliography/Sources:

- [1] BGF toolkit, Blind Faith Game, <http://en.blind-faith-games.e-ucm.es/>, 2016
- [2] Game Accesibility guidelines, <http://gameaccessibilityguidelines.com/>, 2016

Bachelor Project Supervisor: Ing. Daniel Novák, Ph.D.

Valid until the end of the summer semester of academic year 2017/2018


prof. Ing. Jiří Žára, CSc.
Head of Department




prof. Ing. Pavel Ripka, CSc.
Dean

Prague, November 21, 2016