BACHELOR PROJECT ASSIGNMENT

Student: Řeháček Denis

Study programme: Cybernetics and Robotics
Specialisation: Systems and Control

Title of Bachelor Project: Development of games for blind users

Guidelines:

1. Familiarize yourself with user centered UI design
2. Implement 2-3 games based on adversary search in state space (e.g. tick tack toe, checkers etc.)
3. Implement the games in JAVA language
4. Test the games on a sample of 5 blind users

Bibliography/Sources:

[1] Audio-Based Puzzle Gaming for Blind People, Jaime Carvalho, Tiago Guerreiro, Luis Duarte, Luis Carriço, University of Lisbon, 2012

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

Valid until the summer semester 2017/2018

L.S.

prof. Ing. Michael Šebek, DrSc.
Head of Department

prof. Ing. Pavel Ripka, CSc.
Dean

Prague, February 21, 2017