

Eye On Me

The Development of a Game

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BACKGROUND

Based on the information of Hong Kong Education City:
About 300 million people in the world suffer from a color deficiency. The number of red-green color deficiencies is the largest, with men usually having a higher chance of color deficiency.



Color deficiency is often hard to discover. Color deficiency is also a symptom of some common eye diseases like macular degeneration and glaucoma. Most of the cases are found by parents' or teachers' observation.

Considering those situations, a better understanding of the conditions of color blindness can help to find potential patients.

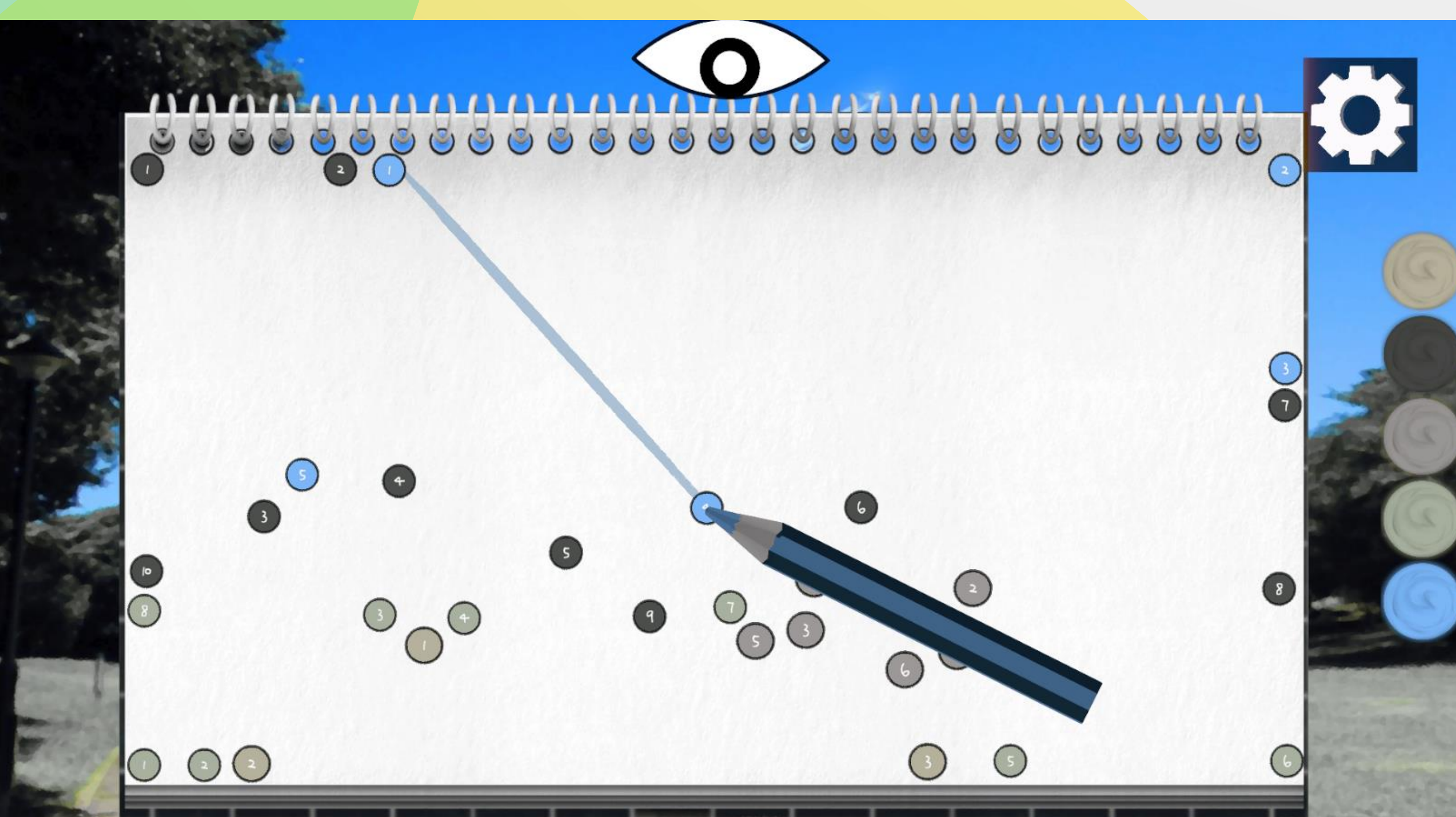
OBJECTIVES

- Let players experience the inconvenience of color deficiency
- Train player's problem-solving skills when encountering color deficiency
- Increase public awareness of eye diseases
- Understand the difference between color deficiency and color-blindness
- Encourage adding some color-friendly designs

METHODOLOGY

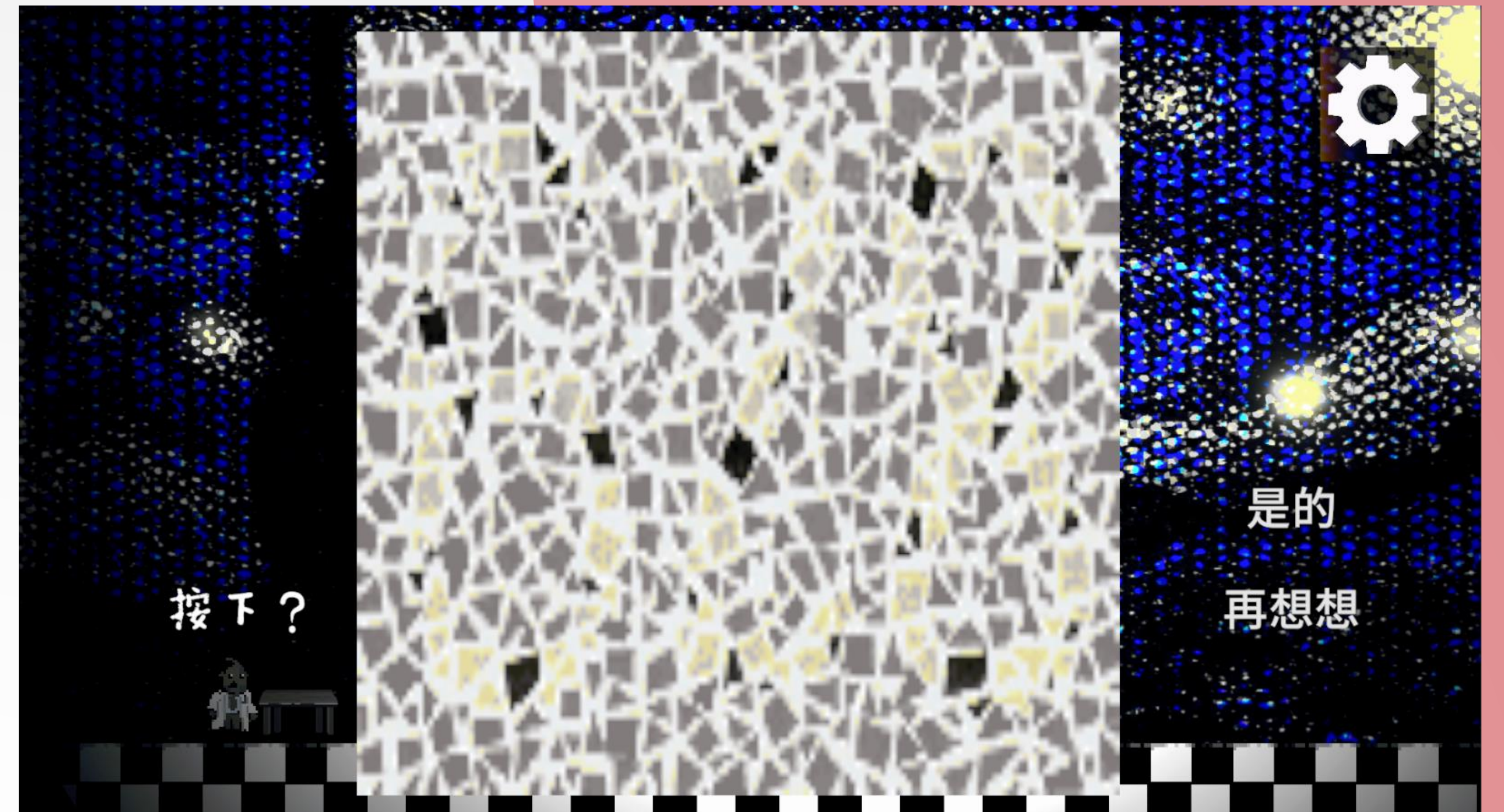
After reviewing research on color deficiency and some serious game, 14 levels are designed with 5 gameplay for the player to be challenged with, for example:

Drawing color lines
Its design purpose is to test the visual sensitivity of players in a red-green color-weakness situation



Choosing the correct answer

Some of the questions are based on the actual test, the "Ishihara Test". It is not only a cognitive test, but also simulates how a color deficient person see the color difference.



In the game design, I tried to use the Unity filter to create the difference of color deficiency and color blindness.



EXPECTED FINDINGS

At the end of the game, it expects to raise players' attention on how crucial daily color design is and their knowledge of eye diseases, especially to understand the challenges of daily life for a color deficient patient.



CONCLUSION

Since we are towards a Generation of Diversity, understanding the needs of each stakeholder is essential for a fair environment. Therefore, I want to send a few messages through this game.

- Understanding eye diseases is a common problem and often hard to diagnose.
- Creating a friendly environment can help the daily life of those in needs.
- Having color deficiency does not mean that they cannot see color or do color sorting.