

Scenarios and Redesigns

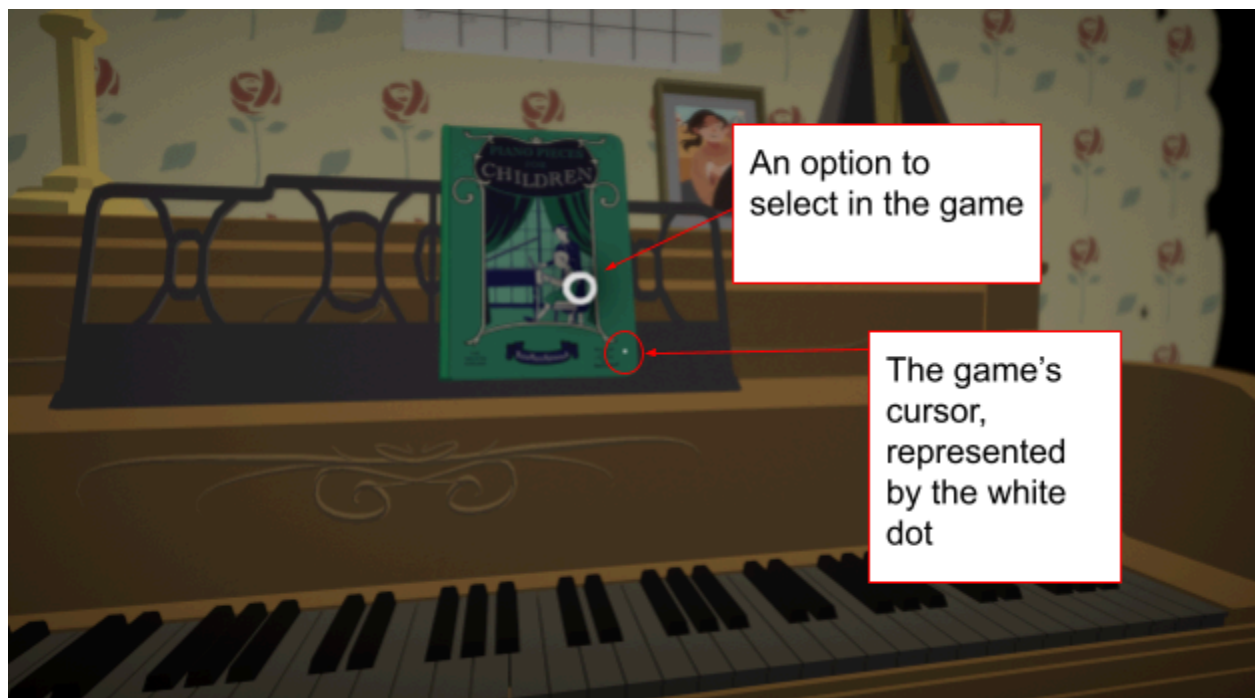
The Focus of Your Eye

David is an avid video gamer who has low vision. He heard a lot of great things about the narrative storytelling in *Before Your Eyes* and was excited to play. The fact that the game uses low-poly 3D characters and audio as a large part of the storytelling makes the game much easier for him to play than some others, and the simplicity of using blinking as the control means there aren't many small, detailed options to configure every time he wants to make a selection. But once David starts the game, he finds he has a hard time moving the cursor over the image of an eye to blink and select it. The point of focus for the cursor is a small dot, too small for him to see, so he goes through a lot of trial and error trying to select options in the game. He misses the "timed" options entirely, changing his experience of the game. Not realizing that the game plays out largely the same no matter which choices he makes, he quits halfway through, frustrated.

Catherine has been getting more into PC gaming, but she has an older laptop and doesn't have the money for an upgrade yet. She got *Before Your Eyes* in a

Steam sale because she thought the gameplay functionality sounded really interesting. She calibrates the blink functionality with no issue, but her screen has a bit of a glare and her touchpad isn't the most sensitive. Consequently, she finds it hard to detect and move the game's focus with her cursor, and not only takes a long time selecting options in the game but also misses important parts of the scene's animation before she blinks. She quits and tries to pick up the game a few different times, but runs in the same issues and ultimately doesn't finish the game.

In the current version of *Before Your Eyes*, the focus of the cursor is indicated by a small white dot. Players can move this focus with their mouse or touchpad to change the view of the game or to select an option. Options are indicated in a few different ways – through highlighted piano keys, a white circle, a pencil icon, or an eye icon (indicating users need to blink to select the option). These options typically respond with some kind of motion, sound, or action once selected. Some of these options are in motion or are timed, requiring users to move their cursor quickly. The options also range in size. Both of these factors can lead to frustration with the game's focus being represented by a small white dot, smaller than most mouse cursors.



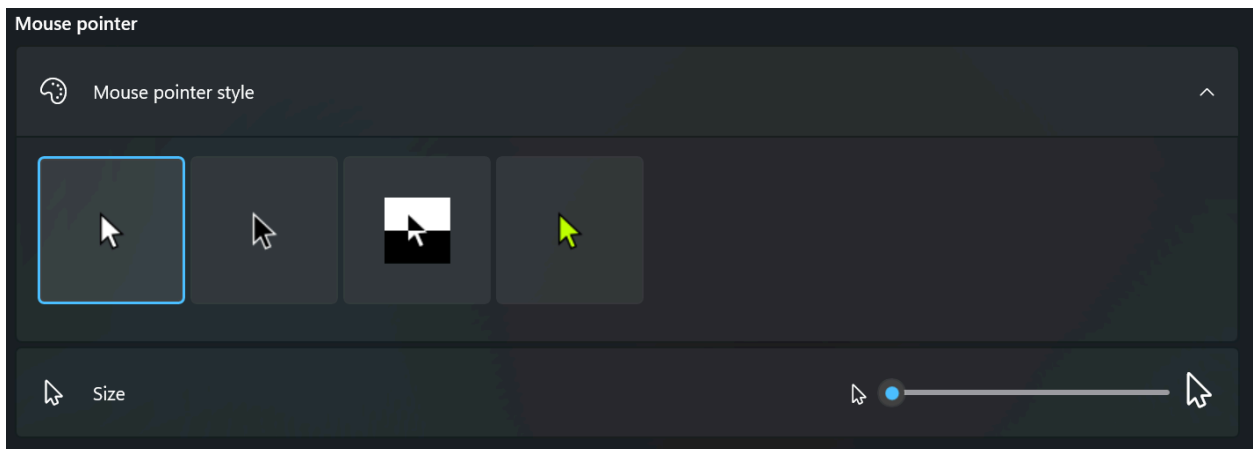
A screenshot from the game with a scene at a piano, showing a white circle indicating an option over a book of piano pieces and a white dot indicating the cursor below and to the right of the option

A simple redesign would be to make the size of the cursor much bigger, without sacrificing the visibility of the game's art. Instead of a small white pinpoint, the designers could surround that pinpoint with a semi-transparent white circle, increasing the visibility of the cursor.



A redesign of the same screenshot, now showing the white dot cursor surrounded by a larger, semi-transparent circle

A further redesign could include more customizable settings to change the size and color of the cursor, mimicking the accessibility settings included in places like the Windows OS.



A screenshot from Window OS accessibility settings, allowing users to change the style and size of their mouse