

Enhancing Game Accessibility through Dynamic AI AD

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How can AD enhance game accessibility?



Methods

1. Recorded AD of a playthrough

2. Live AD of a game streaming session

3. Live AD (while playing while describing)

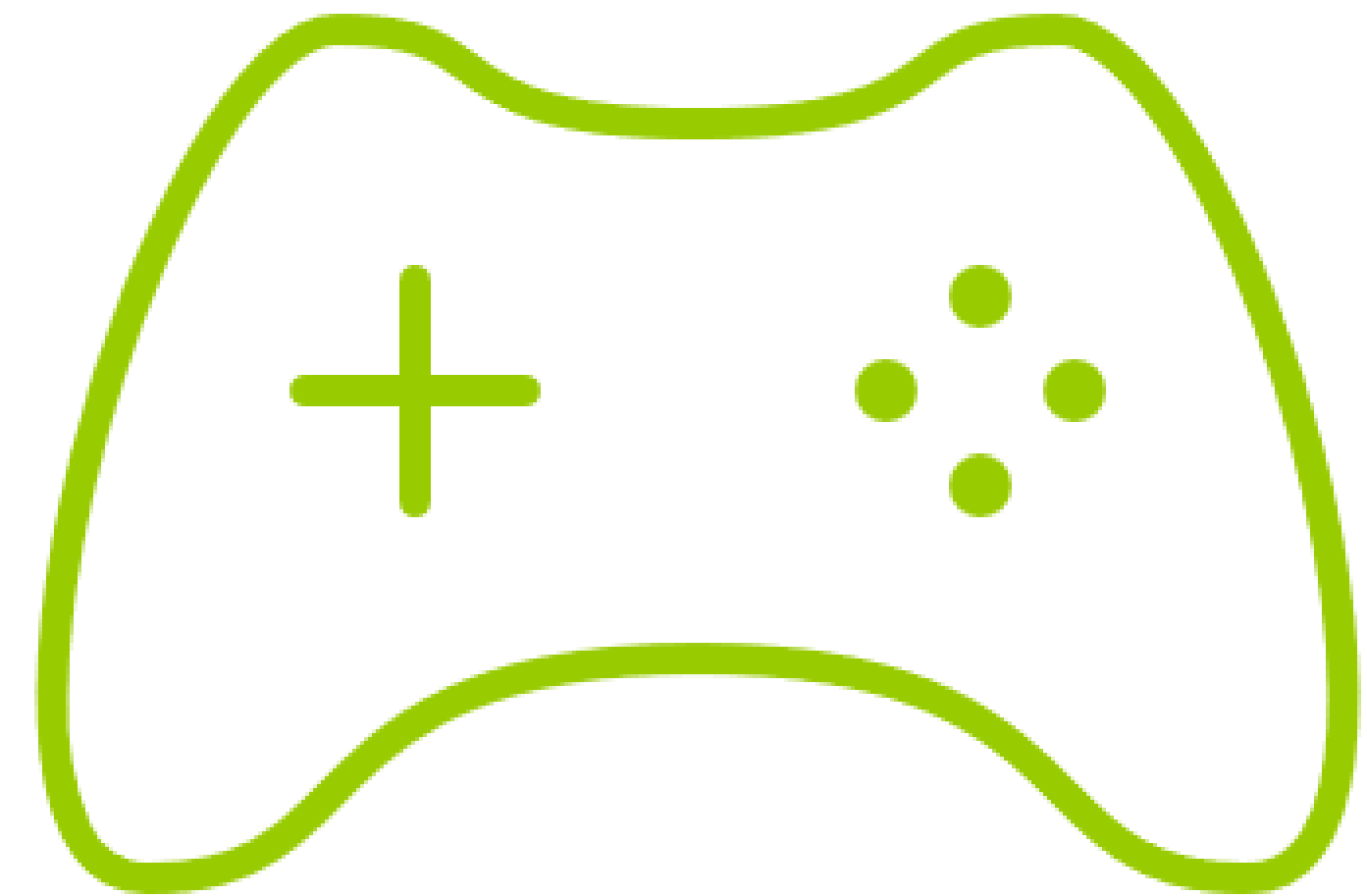
4. AD-assisted game playing

5. AD-implemented in the game

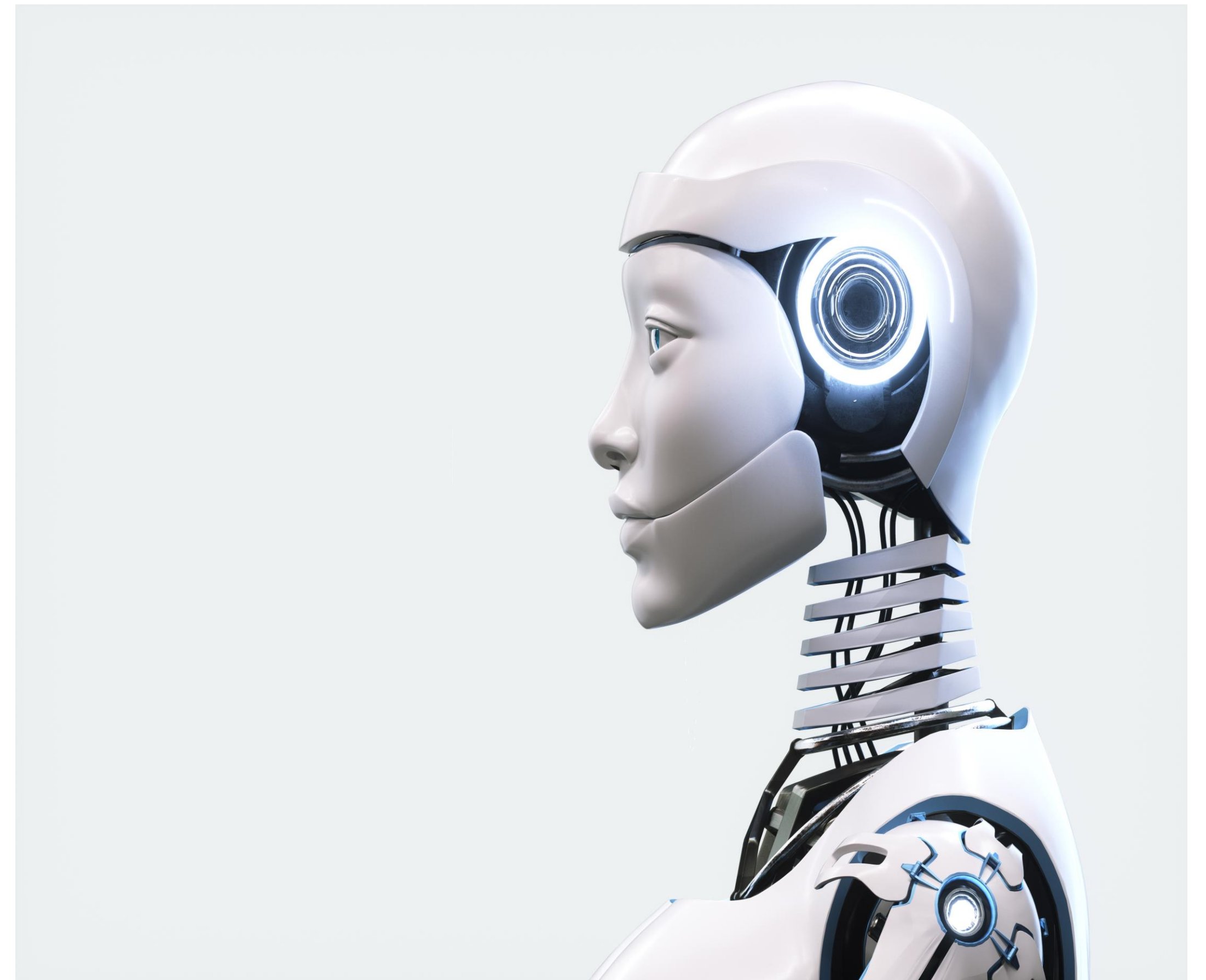
6. Co-play with AD: audio describer as a gaming buddy

Findings – The End-users' Wishlist

1. Privacy
2. Audio interactive
3. Live and tailor-made AD



Can AI help?





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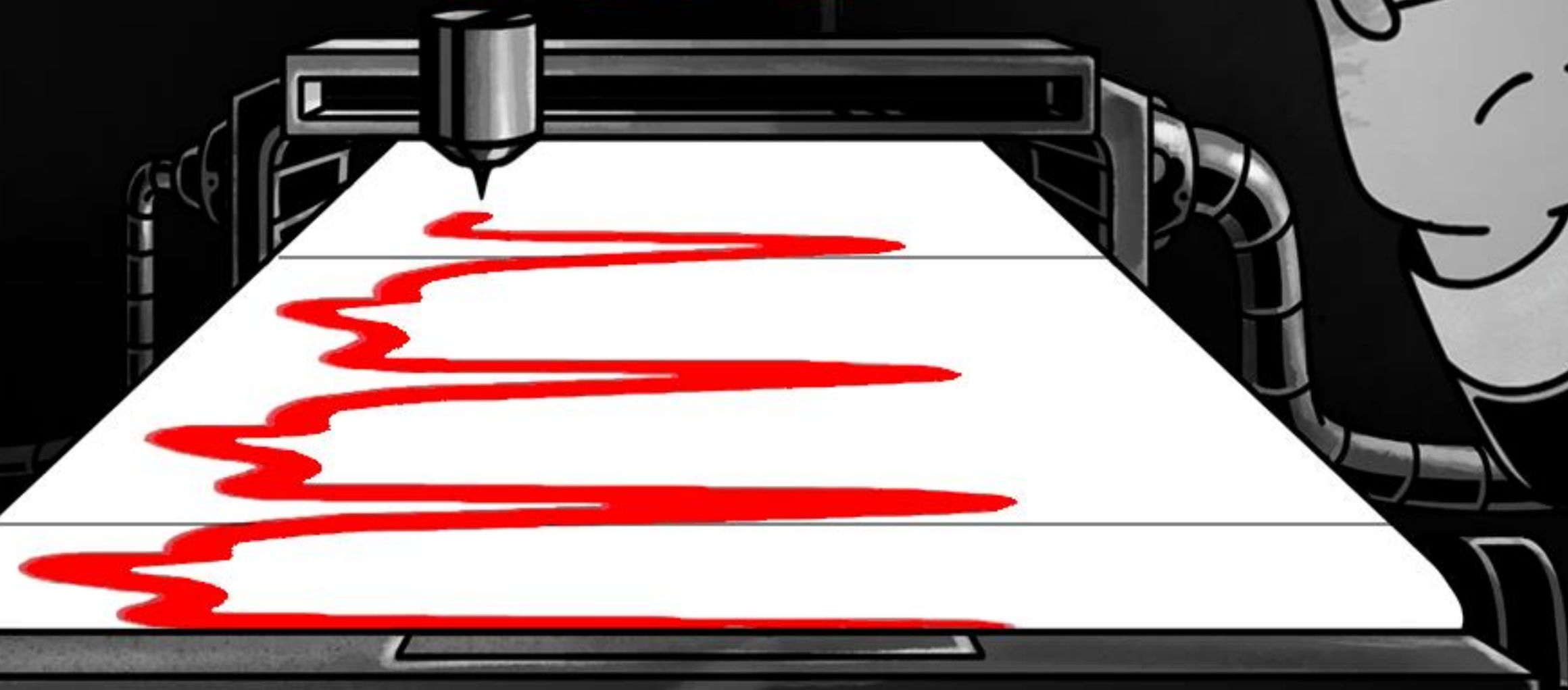
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No Slop!



**DEAD
MEAT**





Ameko

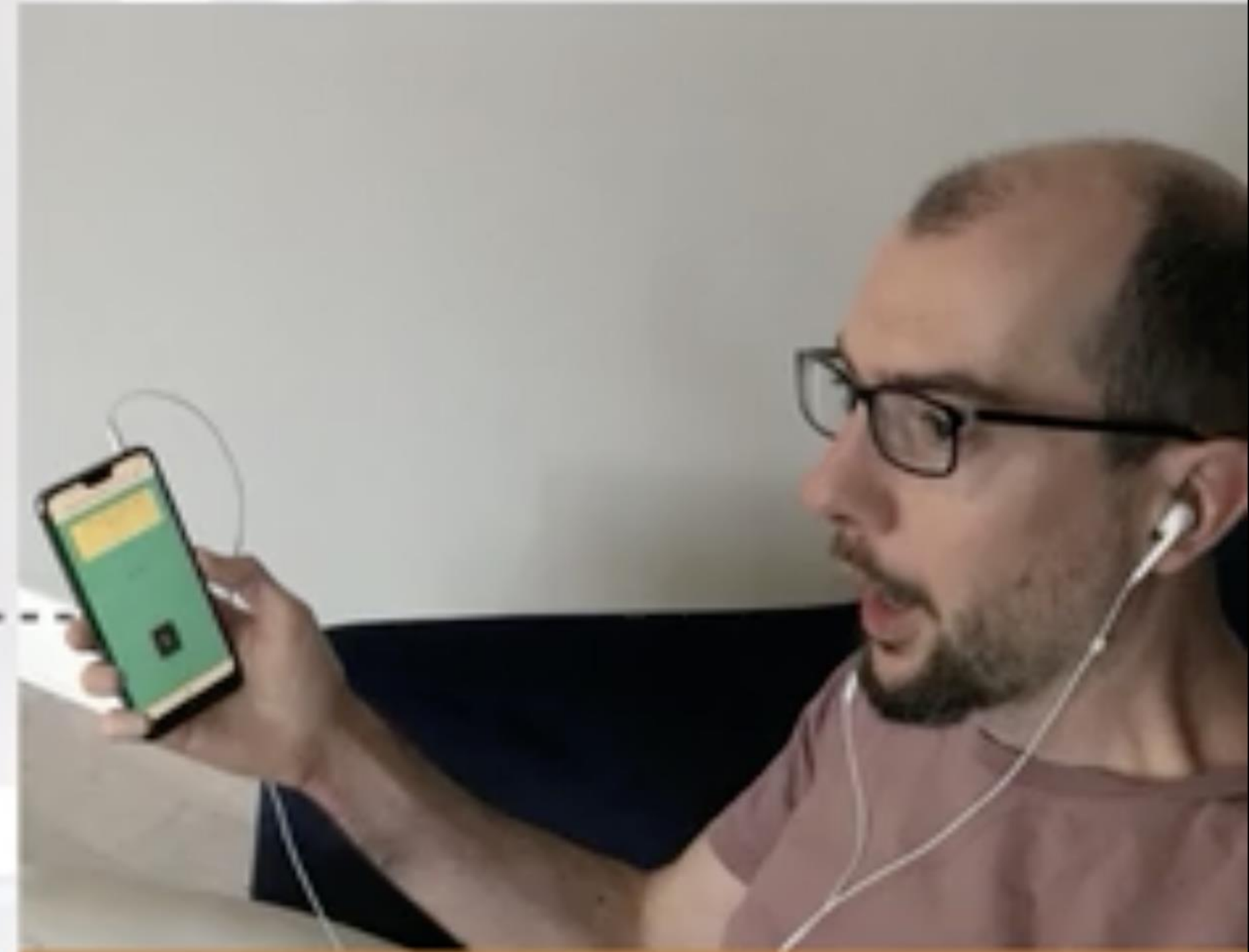


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Character (Freddy)



Player





SUPERHOT
PRESENTS






frog
detective 1

the haunted island



Describing the scene

NEXT STEPS

-  Scale up to other types of games
-  Voice-command for gameplay
-  Deeper understanding of the game
-  More personalised questions
-  Real-time commentary of gameplay

Questions?



Feedback?



Thank you!