

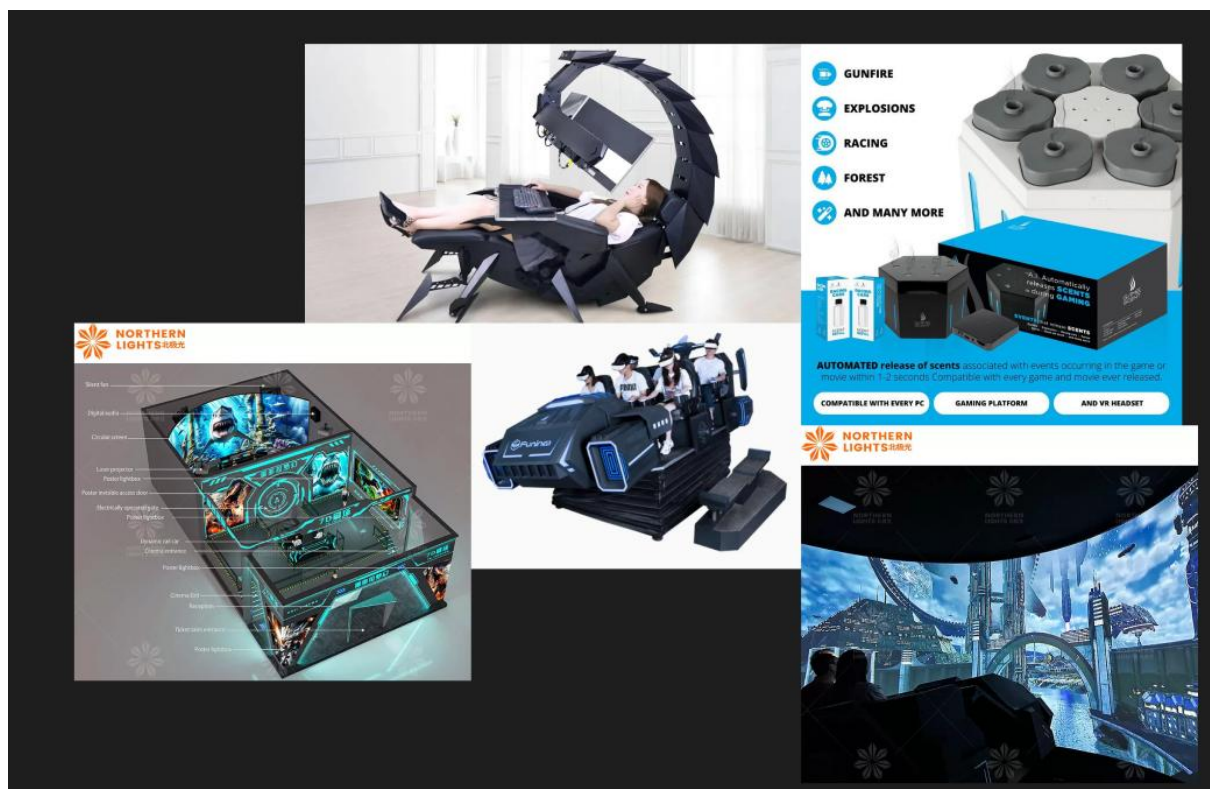
# Game console for disabled people

One afternoon we had a lecture about the double diamond method with Pennie.

She gave us a task to do research to come up with concepts and ideas for a gaming console that would be used for disabled people to experience gaming like for example the visually impaired people.

We did a small brainstorming with the team I had at the time and we came up with some good ideas where instead of focusing on the most basic idea of having some sort of nano chip being inserted into the brain to display images to their brain.

We decided to focus on the other senses these people would have like smell and touch. So I did research where we compile certain existing products and combine them into one console.



So, I took the idea of the scorpion gaming chair to make sure they are secured in a location where they can't bump into things like VR. We also took the idea of "game scent" where it would emulate the smell and scent of the area you are in to make the player more immersed into the game and finally adding the feeling and experience of the 8D roller coasters where the chair shakes and gets blown to your face to add the extra of "feeling" to the console.

I presented this idea in front of the classroom and many people found the idea unique and possible since these products already exist in the real world. The only thing left to do is to put them together to make the console come to life.

