

Interactive Fun Activities for Blind and Sighted Teenagers

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Abstract : Blind and sighted teenagers might find it challenging to communicate and have fun interaction with each other. The previous studies emphasize the importance of the interactive communication of the blind with the sighted people in developing the interpersonal and social skills of the blind people . Playing games is one of the effective ways used to engage the blind with the sighted people and help in enhancing their social skills. However, it is difficult to find a fun game that is designed to encourage interaction between blind and sighted teenagers in which the blind can play it independently without help and that the sighted find its design attractive and satisfying. The aim of this paper is to examine how challenging is to have fun interaction between blind and sighted people and offer interactive tabletop game solution in which both of them can independently participate and enjoy. The paper discusses the importance and the impact of the interactive fun communication between blind and sighted people and how to get them involved with each other through games. The paper investigates several approaches to design a universal game. A survey was conducted for blind teenager's family members to discover what difficulties they face while playing and communicating with their blind family member and to identify the blind's needs and interests in games. The study reveals that although families like to play tabletop games with their blind member, they find difficulties in finding universal games that is interesting and adequate for both. Also, qualitative interviews were conducted with blind teenager shows the sufficiency in tabletop games that do not require help from another family member to play the game. The results suggested that an effective approach is to develop an interactive tabletop game embedded with audio and tactile techniques. The findings of the pilot study highlighted the necessary information such as tools, visuals, and game concepts that should be considered in developing interactive card game for blind and sighted teenagers.

Keywords : Blind, card game, communication, interaction, play, tabletop game, teenager

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