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# Sensoidvania: A Video Game Concept to Raise Awareness Towards Visual Disability

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## Abstract

As a result of the widespread use of technology and communication appliances, video games and similar entertainment tools that everyone can easily access today, have a great potential to convey powerful messages as well as providing an element of entertainment. Although this potential is not used sufficiently yet, studies have been carried out on the use of video games for purposes other than pure entertainment. In this regard, "serious games" that focus on education, not gameplay, and games whose purpose is to raise awareness can be given as examples. There have been video games that utilized to supplement education in schools and other specific areas and raise awareness towards issues such as problems in society and physical or mental disabilities as well as traumatic situations. As the main focus of such video games were mostly on mental disabilities and psychological traumas, video games which try to convey a message about physical disabilities are mainly an understudied area.

From this point of view, it is aimed to develop a video game concept with a visually impaired main character and to present this character's daily life and problems within the scope of this game. Visual impairment has been chosen as the subject of this study in order to make these problems more visible among users who play this video game. While creating the concept of the study; the entertaining elements of video games were not ignored, and attention was paid to ensure that these elements work together with the message that the study wants to convey. Through this study it is aimed to gain more sensitivity and awareness in the society towards the visually impaired.

**Keywords:** Video Games, Visual Disability, Raising Awareness, Serious Games, Entertainment

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