

ABSTRACT

<i>Department</i> Department of Media	<i>Degree programme</i> Master of Arts in New Media	<i>Graduation year</i> 2010
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<i>Title</i> The Brave Little Troll - a visual rhythm game for the Deaf and hearing-impaired children		
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Abstract

The aim of this work is to reflect and document the multiple phases of the design and development process of The Brave Little Troll, a visual rhythm game for the Deaf and hearing-impaired children.

The thesis consists of both the game and the written thesis.

The paper is a valuable contribution to the design community as it provides a record of the project challenges and solutions. Thus being a useful resource for other project groups facing similar challenges.

The work aims to describe on general level; the project's goals, audience, methods, challenges, solutions, results and limitations. The paper also addresses the future work and application of the game as well as the author's role and involvement in the project.

Materials

DVD-ROM

Keywords

deafness, hearing impairment, game design, rhythm, computer aided learning, digital games, Flash

Where deposited

Confidential until