

## Audio Game Survey Results - 2007

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Audio games are games that exist entirely in sound allowing accessibility for blind gamers; this report highlights the main problems areas with current audio games. They are often very hard to learn which can be off-putting, especially for novices with no audio game experience; these learning curves for audio games need to be decreased to allow accessibility for a wider range of players. Another major problem with current audio games is that they are not as exciting or immersive as many mainstream video games, therefore large groups such as sighted gamers may be repelled. A questionnaire was created and sent out to existing audio gamers to examine the types of people who play audio games and what they want out of their games, the most popular game genres, and the most significant difficulties audio gamers have while learning how to play the games.