

## Alternative Access – Feelings and Games 2005 Proceedings

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The seminar “Alternative Access: Feelings & Games” was organized first time in the spring of 2005 at the Department of Computer Sciences at the University of Tampere. The seminar is one of the advanced courses on human-computer interaction supported by TAUCHI Unit for Computer-Human Interaction. Game is a natural environment to study and improve interface design and interaction techniques, to test usability and accessibility. Nevertheless, primarily games are intended for people without sensory problems. There are many blind and visually impaired people; there are people with limited dexterity or a cognitive deficit; there are deaf or dumb people. There is a small group of the deaf-blind users who also need special educational and training tools. Perceptual testing & training are exceptionally important for all. The projects and ideas, which were shared during the seminars, present the novel view and understanding human feelings which should be tested as early as possible; moreover, actual or residual feelings might be involved and developed through technologies and augmented communication.