

# Redesign with Accessibility in Mind: a visual impairment study

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**Abstract.** The role of the teacher is to help students improve their knowledge and skills. While it is acknowledged that learning occurs within specific activities and contexts, the adaptation of learning settings to distinct didactical objectives and learner needs remains a challenge. Under these premises, the authors explore the demanding endeavour of creating and tailoring game-based learning activities for specific subjects. The design and personalisation of rich media applications require an extra effort on the teacher side and imply advanced skills. The paper explores the opportunity to reuse gamified lesson plans using an authoring pipeline that reunited authoring tools, game narratives and minigames.

**Keywords:** minigame, metagame, reuse, adaption of lessons paths