

To Whom It May Concern:

I met Tom through his work in 2012's Global Game Jam, for which I was organising an accessibility challenge between several venues. Both in accessibility and general game design his approach was characterised by clear ideas, unswerving dedication and challenging presumptions and existing ideas. This resulted in a game that I'm very pleased to be able to say broadened my own horizons regarding accessibility, despite me being a specialist with many years experience in the field.

As a result he won not only the London challenge but also placed first globally.

I would have no hesitation in recommending him for an academic position, with particular reference to both his work ethic and eagerness to explore new areas and push boundaries.

Sincerely,  
Ian Hamilton  
UX designer and accessibility specialist  
[i\\_h@hotmail.com](mailto:i_h@hotmail.com) / 07779096041  
[uk.linkedin.com/in/ianhamiltondc](http://uk.linkedin.com/in/ianhamiltondc)  
Flat 38, 50 Roman Road, London E2 0LT