Methods of Contextualising

Disability Justice & Accessibility

Group 1a

Joyful Experiences

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14 Pages

Mind Map

Group Metting

When making,
We considered this space...

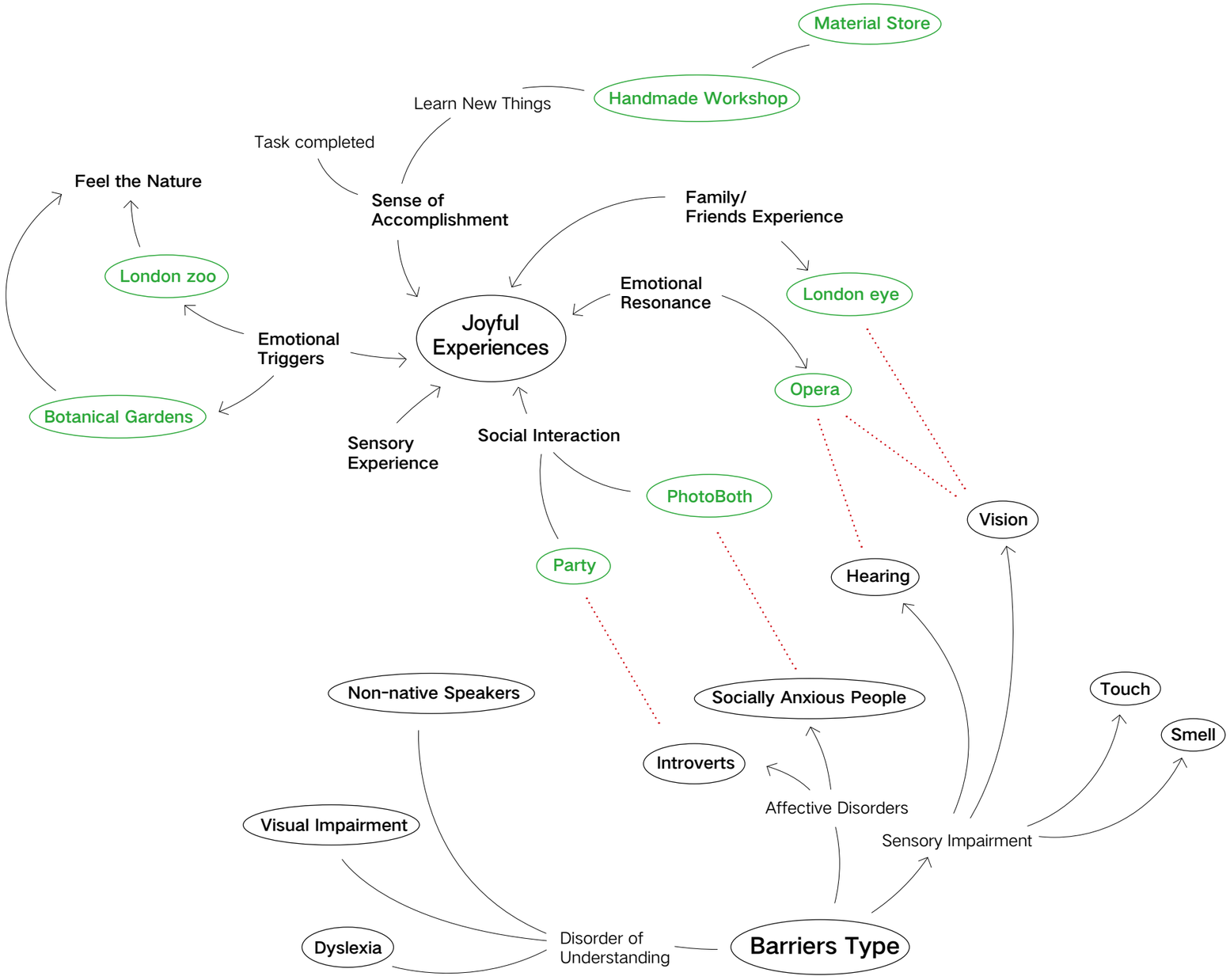
- Is it a public or semi-public space?
- Is it interactive and multi-sensory?
- What are the pleasure points of the space?
- Are there intervention points that can be optimized?

Space

London zoo
Botanical Gardens
Party
AutoFoto
London eye
Opera
Handmade Workshop
Material Store

Summary

Through mind mapping, we extracted some places with joyful experiences (such as London Zoo, London Eye, Photoboth) and discussed how these places gave us joyful experiences through social interaction, sensory experience or sense of achievement. At the same time, we also marked the social anxiety, visual impairment, language barrier and other possible obstacles that may appear in these places. In the next step, we will conduct a more detailed investigation on these places.



Space Selection

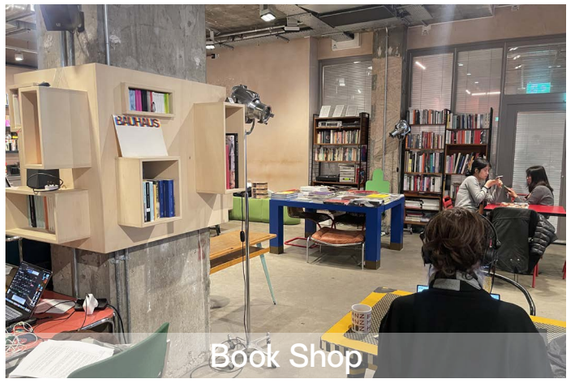
London Zoo

Joyful Experiences

- Explore Nature
- Feeding Experience

Main obstacle

- Sensory Overload
- One-way Information Transfer



Book Shop

Joyful Experiences

- Artistic Exploration
- Community Belonging

Main obstacle

- Social Phobia
- Cognitive Threshold

London Eye

Joyful Experiences

- Visual Wonders
- Landmark Ritual

Main obstacle

- Visual Dependency
- Multisensory Deficit

Photo Booth

Joyful Experiences

- Sense of Anticipation
- Sense of Surprise

Main obstacle

- Social Phobia
- Standardized Aesthetic Hegemony

Thinking

How can we make **places** more inclusive/diverse through our **interventions**?

Main Questions:

1. How do the atmosphere, emotions, and energy of a space convey to people and bring them a happy experience?

2. How can the emotional state (joyful) of a place be conveyed to the audience to the greatest extent possible to enhance the inclusiveness of the space?

London Eye

Plan

Main obstacles

Since there is no electronic voice in the Ferris wheel cabin, it is impossible to quickly present exciting viewing introduction content. Therefore, viewers may lose the fun of appreciating the space landscape and the fun of viewing the external landscape.

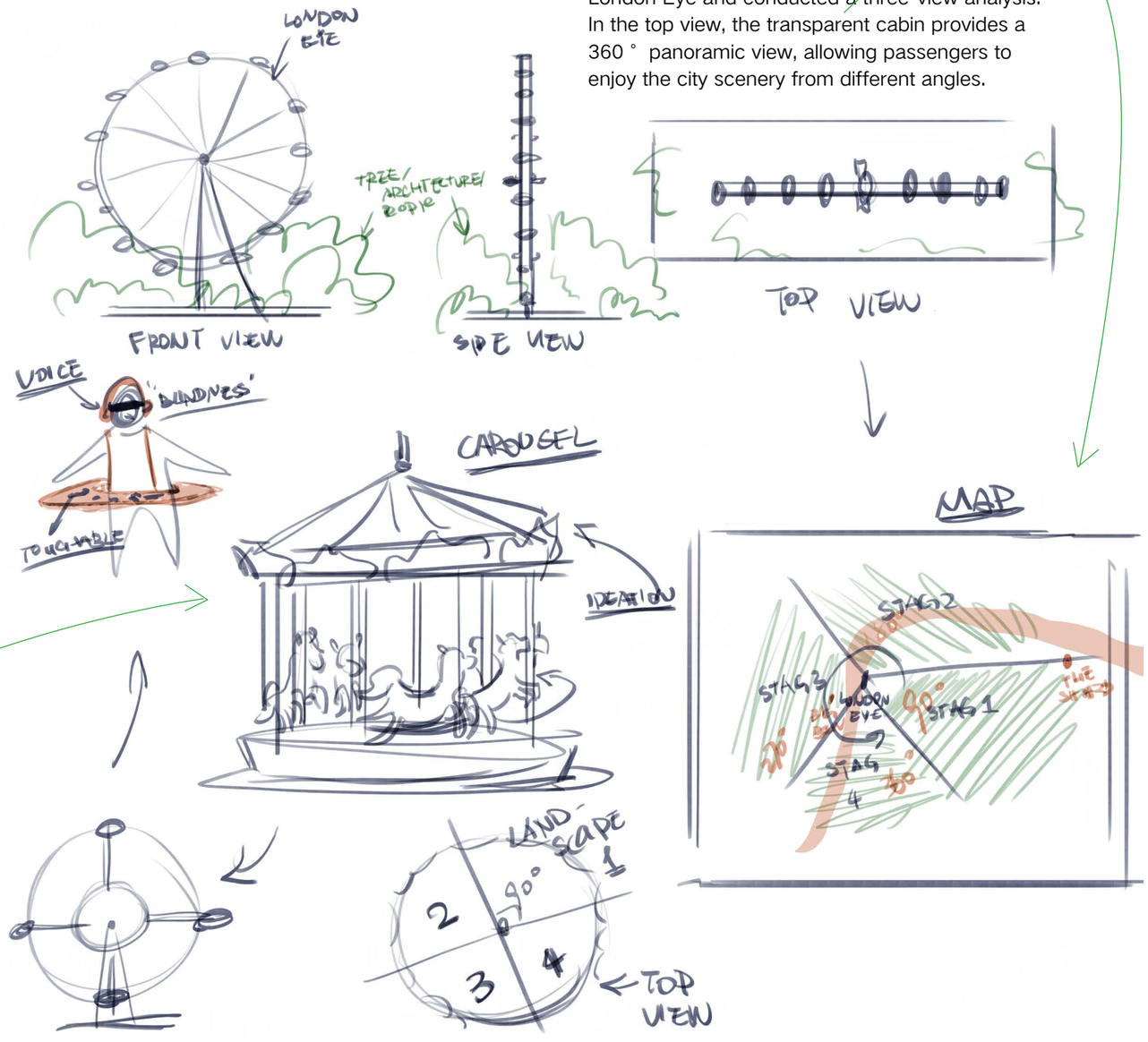
Case study

Touching the Prado[1]

Inspired by this exhibition, we realized that touch can replace vision to a certain extent. If the urban landscape is made into a touchable relief, the visually impaired can use their hands to perceive space and details, such as the outline of the building, the ups and downs of the road, and even the unique shape of the landmark.

Plan

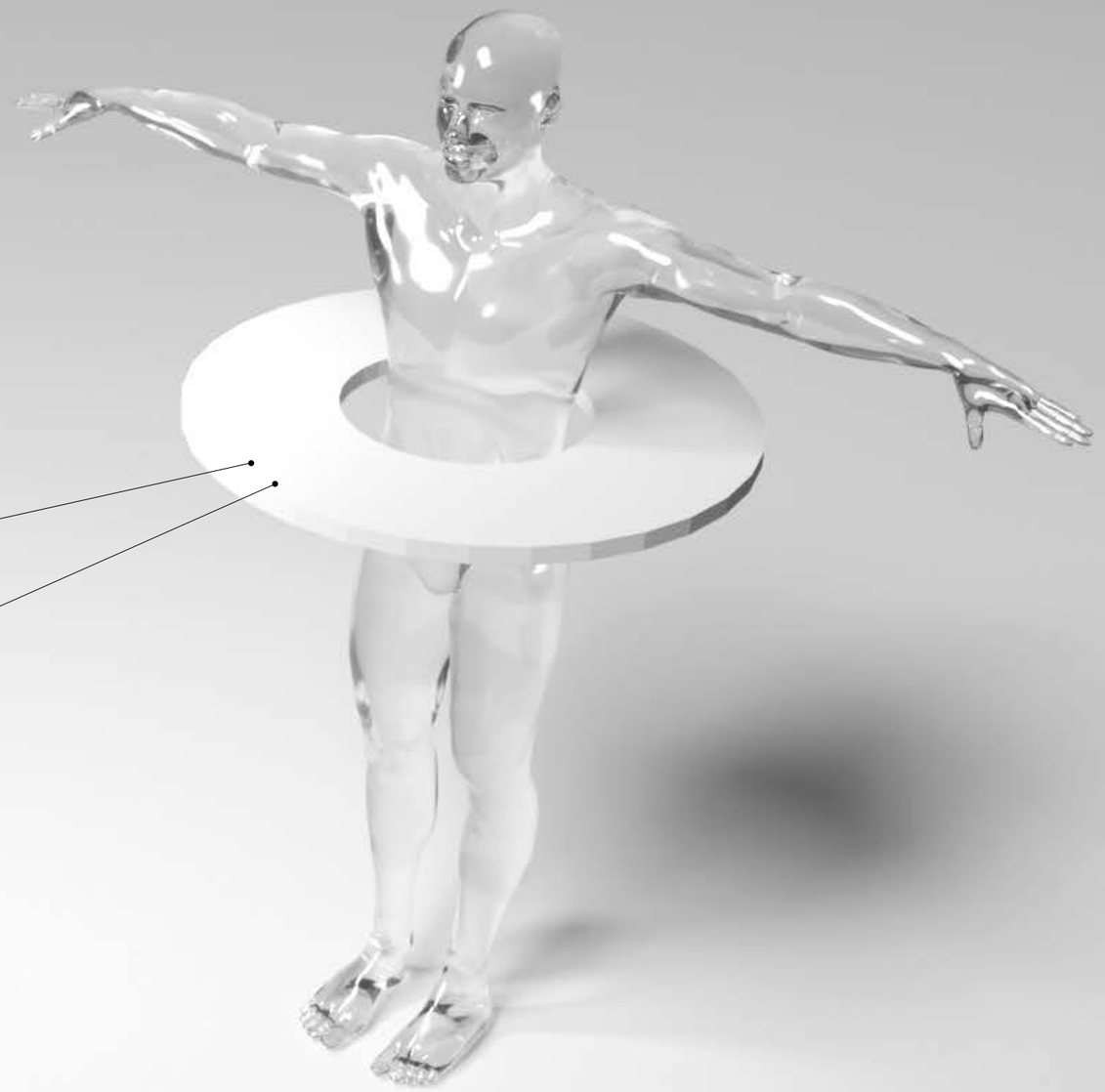
We started with the architectural structure of the London Eye and conducted a three-view analysis. In the top view, the transparent cabin provides a 360 ° panoramic view, allowing passengers to enjoy the city scenery from different angles.



The structure of the London Eye reminds us of a carousel, which also presents a 360 ° ring layout from the top view. Inspired by this, we decomposed the perspective of the London Eye and used discs to present different observation angles.

https://www.jiemian.com/article/245043.html , allows viewers to "see" art through touch, but what is on display is not the original painting, but a highly restored 3D relief version.

Preview



Intervention plan

Touch

+

Sound

We added sound elements to the design to allow visually impaired people to more intuitively experience the atmosphere of riding the London Eye and enhance their sense of immersion and participation. These sounds simulate the environment around the London Eye, including bells, birdsong, ferry sounds, etc., allowing the experiencer to "see" the scenery of the city through hearing.

Touch board

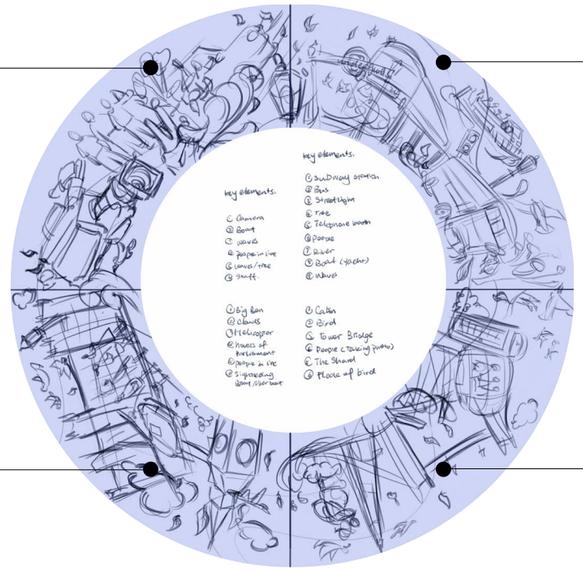
The London Eye's 360 ° viewing angle is divided into four sectors. Each sector not only represents the city landscape observed every 90 ° , but also symbolizes the change in perspective that the London Eye experiences every 90 ° as it slowly rises.

Part 4

360 °

Part 1

90 °

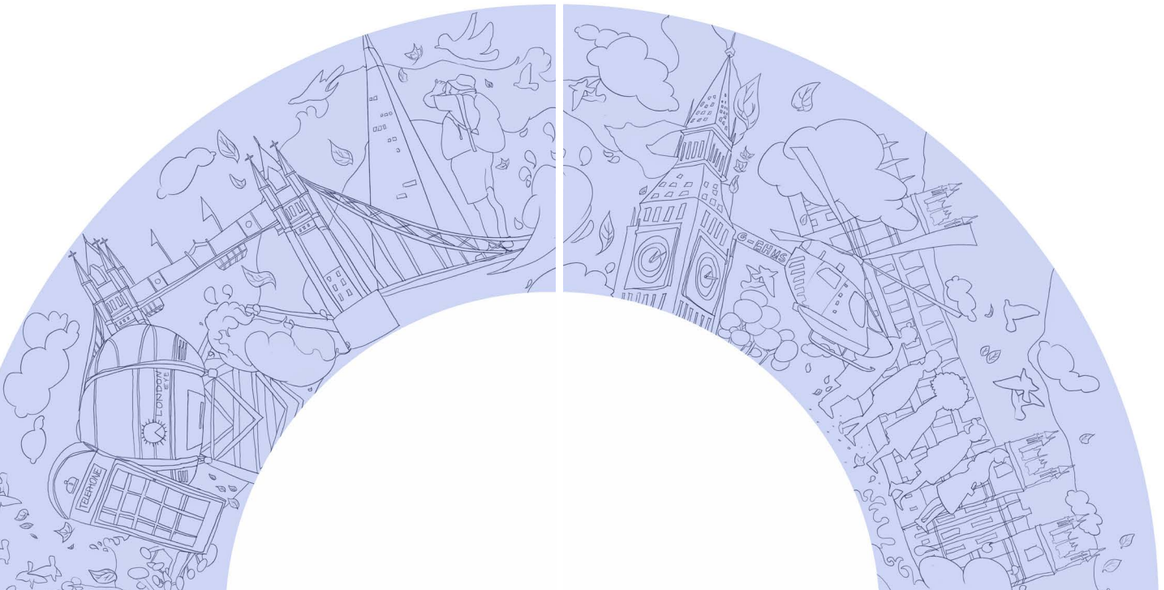


Part 3

270 °

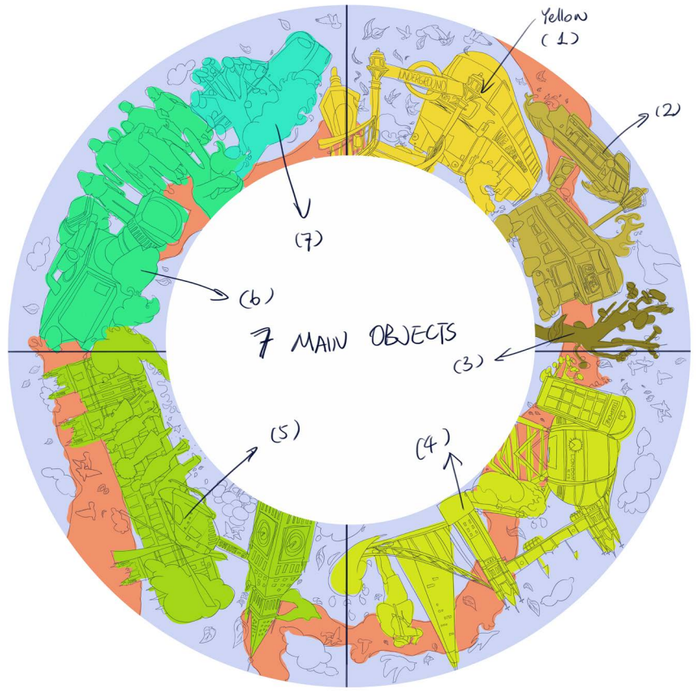
Part 3

180 °



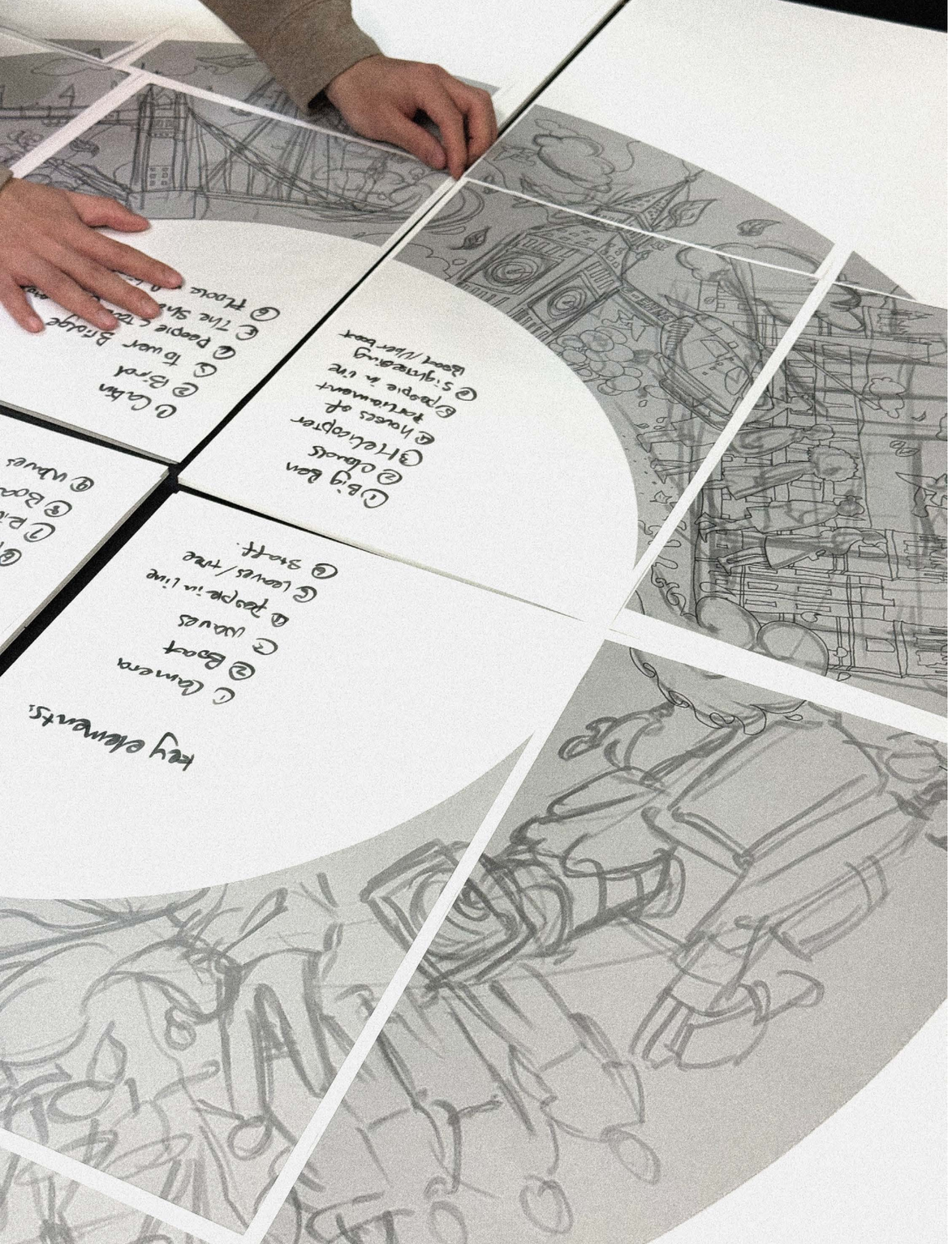
MAKING PROCESS

Determine the landscape along the London Eye → Select representative landscapes suitable for the board → Refine features and enhance recognition ↓ Improve outlines and improve clarity ← Split structures and color them for easy cutting and production

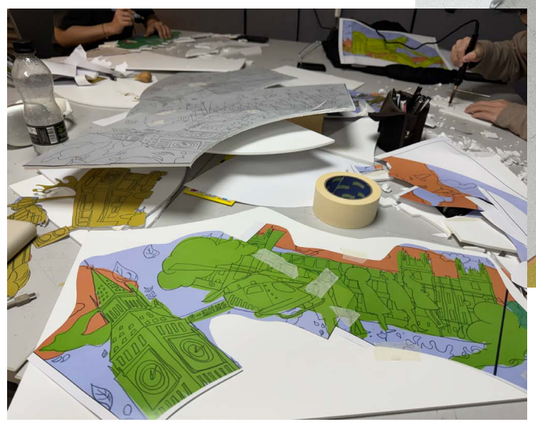


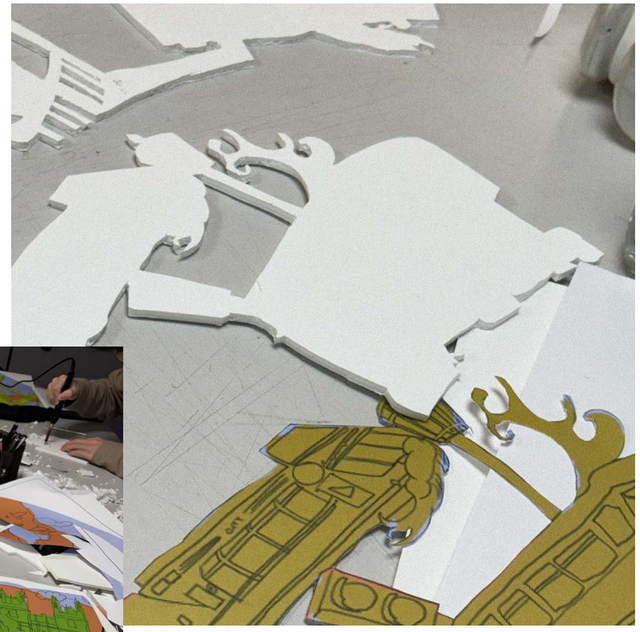
Main Objects

This board shows the scenery that can be seen when riding the London Eye, and the features of the objects are magnified through illustrations to make them more recognizable. This not only makes it easier for the visually impaired to understand, but also strengthens the connection between people and the environment, weakens the coldness of the building, and makes the picture warmer.



Making process





We chose foam board as the material and carved it in layers according to the importance of the information in the board.

1. **Bottom layer**

Carve the river first as the background that runs through the whole.

→

2. **Middle layer**

The main building is raised to enhance the 3D sense.

→

3. **Top layer**

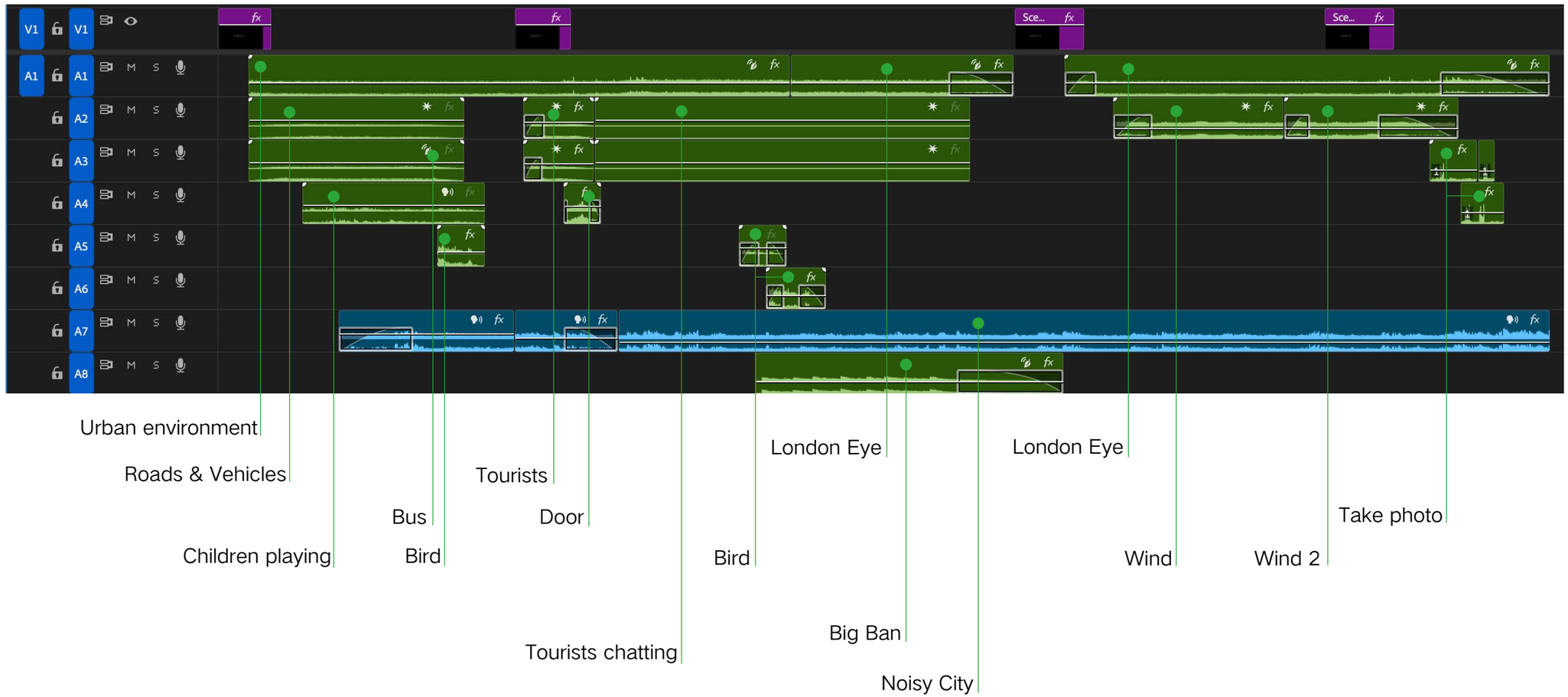
Further highlight the architectural features and strengthen the visual and tactile recognition.

Touch board over review

Our engraved board is not only a visual representation of the landscape around the London Eye, but also a tactile map that allows the visually impaired to "feel" the city through their fingers. Different levels of relief distinguish the river, landmark buildings and key elements, making the touch experience clearer and more intuitive.

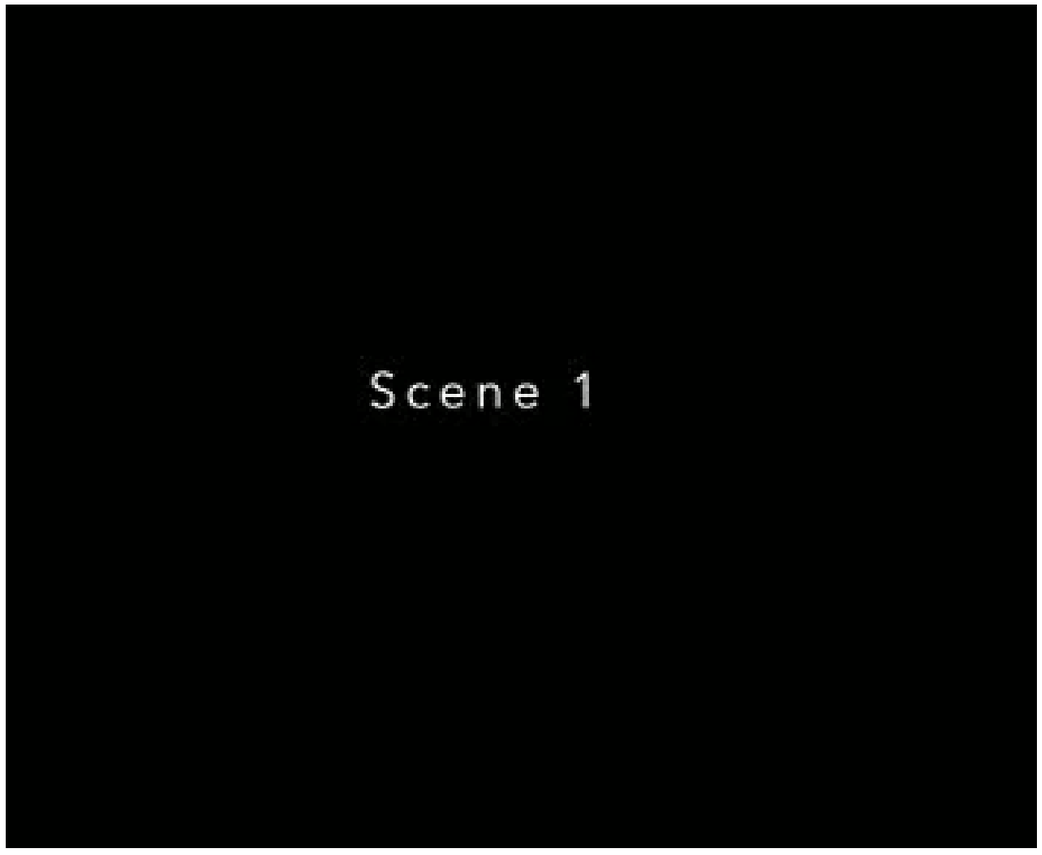
Sound

In the sound design, we added background conversations, bird calls, tourists laughing, street sounds, and camera shutter sounds to make the environment more vivid. In this way, the visually impaired can not only "touch" the landscape during the experience, but also feel the surrounding atmosphere through sound, which enhances the sense of immersion and reality.

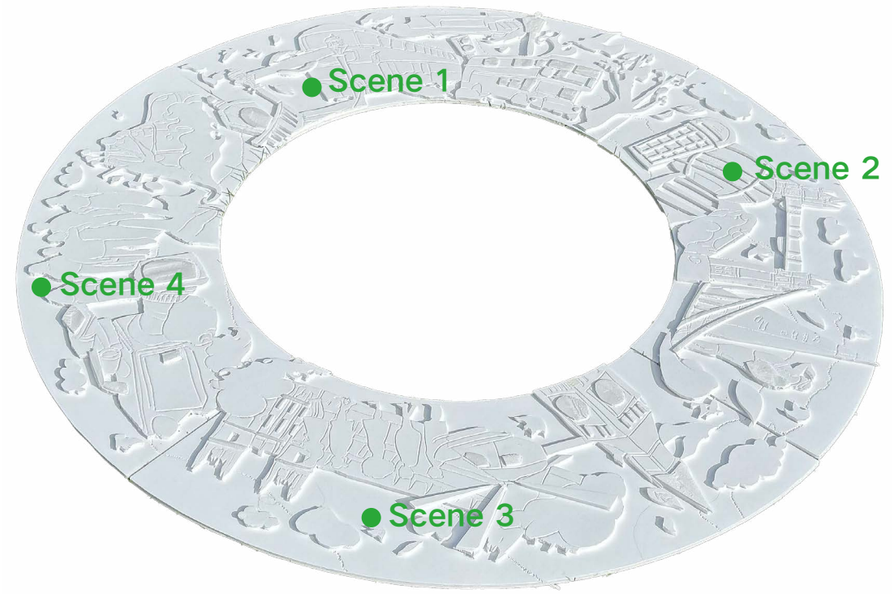


Overall

The final product combines sound and touch to create a multi-sensory experience, allowing users to immerse themselves in the urban landscape of the London Eye by touching the sculpture and listening to the ambient sound.



Sound part



Touch board part

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