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Hello everyone, it's the touch free group. I'm Aditya. Along with me I
have E and I see in the group.

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In this presentation, we'll talk about the project, the calls, the
research that we have done, status update.

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And then we move on to the next steps and Q&A. That's free is a
decision tree that museum practitioners can use to evaluate how to
create a technical object for a given artifact in the museum and in
doing so, practitioners will be able to allocate the right amount of
time and resources to create a tactile touch object.

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That will allow blind and more vision visitors to understand and feel
and notify. The goal of improving their using experience.

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On the screen we have 2 images. The first image is, from the current
paradigm of the TACK. Which is.

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The fourth question where it asks the question the visitor along with
3 options. And on the right, we have the second image, which shows the
solution that the prototype presented to the user and talks about,
what's the best way to create a, an object for this.

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And since there was already a product made in Springfield, 23 bypass students, we set our goal as identifying improvement areas, if any, from that prototype.

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And then making the necessary changes to the, We also went through a few, literature to better understand the research that has already been done on the same topic.

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Eventually, the understanding accessible interpretation so touch object practices in museums paper by. By Amy and others.

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And we also went through Sheryl's block. Sheryl is our mentor for this project.

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On the screen we have 2 different images. The first image is.

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On the screen we have 2 different images. The first image is an accessibility option we just took it from a commercial website they have this plugin where you have different accessibility options.

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And on the next images, a screenshot of the material page of design modeling and fabrication lab of University of Sydney.

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So moving on to the status update. So far in our process, we have completed our prototype testing to better understand the existing prototype and its limitations.

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Which is a list of the gaps identified and the proposed solutions. A side map which is a diagram explaining our proposed solutions and what we have.

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Ideation and finally a prototype made using Twine, which is a drag and drop to.

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So for the prototype testing, between the 3 of us, we tested 30 artifacts from the Smithsonian Open Access Repository.

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This on the screen is a screenshot of our Excel sheet where we documented Oh, our artifacts and, along with each.

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Of our solutions and interpretations of the solution.

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Oh, some of our thoughts on the initial prototype were. Firstly, how can we account for different, for artifacts that have multiple materials.

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How can we take into consideration safety aspects for instance if there are sharp components of the artifacts?

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Third, how can we account for different people integrating artifacts in different ways?

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Moving on to a proposal some of the gaps that we identified were firstly need for need help to find information and resources to materialize the tactile object and in regards to this our proposal was a more a dictionary or resources page that directly links to the solution that's been given.

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The second challenge is, that questions may come across as very generic, and may not be able to account for materials, textures, and scales.

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Oh, our proposal is to create educational content to help users understand more about materials and the outcomes and expectations.

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Along with a feature that could, could, that could be on the solution page that's called tell me more to get more information.

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The last challenge is lack of consideration of material availability cost time, space in the museum, etc.

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And for this proposal is to give previous examples to help curators set up expectations and envision the outcomes.

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Next, we have the side map that served 2 purposes. Firstly, it was a means of representation of the current concept for our mentor, Cheryl, who's creating a grand proposal submission.

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And secondly, as a current as a representation of the current flow of the prototype and our proposed areas of intervention.

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So on the screen here, I have an overview of the side map. So basically, from the landing page, the user could go, either into the

questionnaire.

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That has 7 types of questions that could have up to 7 questions and they could also go into the dictionary resources or app out page.

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On this page I have a screenshot of the site map diagram one. So this is a screenshot of the menu schemes, with the descriptions provided along with any work in progress proposals that we have.

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On this slide, I have the side map diagram 2, which shows. 4 of the questions.

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Along with, descriptions and, and any work in progress. Suggestions.

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And lastly, the side map diagram 3 has screenshots of, 2 more questions along with the solution page.

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And any work in progress, proposals.

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So based on our proposal, we move on to creating some wireframe. For
our next meeting. So here's the solution page.

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The current solution page contains 2 little information for new So
Cheryl and us decided to add some related resources to it.

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For example, if an user needs to find a threed artist on their
solution page and artist article about artists commission will be
linked to it.

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For resources page, we decided to add a tag to each post so users can
find the information they want more efficiently.

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We bring stone categories such as tutorials, commission, apps and
software, academic researchers, and so on.

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Materials is a new idea we had after talking to Cheryl. This will be
an educational page for curators or new to tactile graphics to learn
about materials and crafting products.

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We also categorize materials based on their properties such as
hardness, texture, and usage so users can find the perfect material
for their project.

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Last but not least, a place to showcase real-life tactile projects
will help users to understand the workflow and envision the
possibilities.

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Gallery is a place where we imagine to host tactile projects where
museums after using our website.

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Aside from IDiation, we also did some tactical, tactical testing. A
technical testing. We use Twine to replicate the existing WordPress

prototype and in the coming weeks we will add our proposed change to

the same time prototype to move forward with testing and iterating quickly.

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Here's the recording. Here's the website we created.

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So, for the rest of this semester we plan on doing the following things. We will continue to build our prototype.

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And we will test our prototype with museum creators. After getting feedbacks from them, we will iterate our prototype based on the feedback and eventually we will publish our website on WordPress.

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So last but not least, we have some question for you. Do you have any thoughts on our current proposal?

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For the prototype. And do you have any suggestion on accessible and quick ways to test the prototype?

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Thank you so much.