

Information for D/deaf and hard-of-hearing participants

We have just been awarded some Arts Council England funding to research specific accessibility requirements and new solutions - this being the integration of assistive technology or adapting the current format of the show.

As part of our process, supported by a team of access consultants with lived experience, we are inviting disabled participants to take part in a series of explorations and co-creation sessions to define what would work best for them and the project. The information on the document will reflect the current state of our research and the evolution of the project.

Modalities of access for D/deaf and HOH participants

In this first stage of researching how to make the performance accessible to D/deaf and HOH participants, we are working with and offering the following options:

Captions (experimental)

As part of our research, we have developed a first version of the captions feature for the performance.

Active Participant

You will be given a hand-held device (small phone) to carry with you around the space. We will also give you a mount to attach to your arm or in front of you for more comfort. The captions are interactive and adapt to where you are in the space to mirror what can be heard through the system. So as you move around the space, both the audio and the captions will react to how close you are to certain characters.



Seated observers

Captions are available as an option on the tablet already given to interact with the performance.

Please note that those captions are still experimental and can sometimes misbehave. They can contain slight misspellings, sync issues, or display bugs. We are doing extensive testing, and those issues should be very minor.

Connecting our technology to your Assistive Device

If you use any hearing devices, we will likely be able to connect your devices directly to our system.

Using our headphones

Our headphones are compatible with *most* hearing aids and shouldn't create any hissing noise when worn. Please note that our headphones are over-ear ones, which some participants may find uncomfortable when using with hearing aids.

• Using T-drive headphones (induction loop)

We have T-drive headphones available. Those headphones do not produce any sound but create a local induction loop that works as standard with hearing aids offering this option.

It would be helpful if you could fill the form at the bottom of the page with details of your devices so we can check if it is possible to connect to our technology ahead of your visit.

BSL interpretation

We do not have any BSL performances planned at the moment. But some of our research sessions will have BSL interpreters to support the discussions.

How audio works in Where We Meet

Where We Meet heavily relies on the stories communicated through the monologues of each character and the respective music composition. Where We Meet isn't a traditional theatre/proscenium piece of work. The work encourages participants to choose their own



adventure, so multiple stories and audio can take place at the same time. It is through our interactive system that audiences access the characters they want to interact with.

Depending on the ticket type you have decided to pick, please see below what our current system looks like.

Active participants

• Headphones with a tracker attached

Please see below alternatives for participants who would prefer to not wear headphones. Please note that the trackers are Bluetooth-enabled in case this can cause interferences with your assistive devices.

• A pouch with a phone hidden inside

The phones are Android devices that are Bluetooth-enabled



Seated observers

- A tablet
 Android device, Bluetooth-enabled
- A pair of wired headphones



What device will I need to wear?

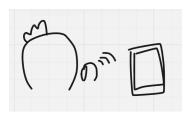
We currently imagine several scenarios to cater to your needs.

Scenario 1 - You are a D/deaf participant who needs captions and would prefer not to wear headphones over your ears



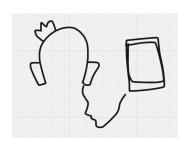
If you are an Active Participant, the tracker will be mounted on a headband, which you will need to wear on your head. The tracker allows the interactive projections to react to your presence in the space and to enable the right captions as you get close to the performers. You will also be given a phone with a mount to access the captions as you move around the space.

Scenario 2 - You use Assistive Devices such as hearing aids and would like to use T-drive headphones (induction loop)



T-drive headphones will create a local induction loop. You will need to switch your hearing aids to induction loop mode. If you are an Active Participant, the tracker will be mounted on a headband, which you will need to wear on your head. The tracker allows the interactive projections to react to your presence in the space.

Scenario 3 - You would like to use our current over-ear system



No change here, but do let us know if you need help adjusting the volume or making it more comfortable for you.



Feedback

This experience will be used to inform our next stage of research. We are considering this phase, and the shared documents, as a conversation starter. If you need information that we have not yet covered or if you would like to share some feedback, please use <u>the form</u> at the bottom of this page.