

# Shall Make, Shall Be: Midterm Transcript

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JS

## Jackie Sabillon

Hello, everyone. This is John and Jackie today. we're going to present our midterm presentation on the exhibit Shall Make Shall Be. This exhibition is about The Bill of Rights, and it'll be out July 4<sup>th</sup> in Federal Hall.

JC

## John Chomack

So, as Jackie mentioned, the Federal Hall National Memorial is commemorating the 230th anniversary of The Bill of Rights, and they're expressing this through 10 unique games at the Federal Hall Rotunda on July 4th.

Our project goal, the purpose is to create exhibition accessibility strategies, so that people with disabilities can interact with the environment in the games and in the images below we have the front of the Federal Hall which is the main entrance and then the Rotunda, where the exhibits will take place.

So a little bit of background in Bill of Rights. The Bill of Rights was ratified in December 15<sup>th</sup>, 1791. This document contains the first 10 amendments of the United States Constitution. It guarantees innumerable rights and liberties to each American regardless of age, race, gender, social status, or religion.

The first of these amendments is the right to freedom of speech, press, assembly, petition, and religion

The second is the right to bear arms.

The third is no force quartering of soldiers

The fourth is to protect individuals in their property from unwanted searches and seizures.

The fifth is the right to due process and protection from self-incrimination and double jeopardy.

The sixth is a right to a speedy and public trial of an accused person.

The seventh is the right to a trial by jury in civil cases.

The eighth is the freedom from excessive bail, cruel and unusual punishment.

The ninth is other rights not specified.

The tenth is rights reserved to the States.

So some accessibility issues we found the row have been shown on The Shall Make Shall Be website which everyone can check out if they want. Others (issues) have been shown through the guidebook which is written in very complex language, specifically on the game descriptions and the game instructions.

There's also no didactics of available for each exhibit at this time, and no spatial map or assistive directional input.

The at-risk populations we think this most deeply. effects are the vision impaired wheelchair users, and those with cognitive impairments.

An example of complex language is for the first amendment exhibit called The Voices, and it reads, "As a texturally rich oral experience that we've contemporary sounds with those of history emboldens us to exploit the first amendment by interrogating its content and actively practicing our rights reflecting on its process in real time."

So we've come up with a few solutions to these missing in accessibility options.

One is to create plain language for the exhibit guidebook, and with Spanish translations.

We were also purchasing exhibit stands, as you can see below. Here we'll be creating basic language signage along with accompanying translation signage, and we're going to accompany both of those with a QR code that leads right to the website for each exhibit and amendment.

We're also going to include a spatial map or brochure in a type of like note card with specific ADA signage and physical markers as to where to go in what direction to view the exhibits in as well as where the restrooms are, where wheelchair accesses and individuals can get specific information.

We're also creating a web page that follows the ADA guidelines that has an accessibility page.

So here we have the floor map that we were given, and as you can see, it has no signage whatsoever as to where any means of information or accessible access is or even the restrooms. So one of our tasks will be marking this up to show markers of where everything will be placed.

JS

**Jackie Sabillon**

Thank you, John, continuing off on the website. this is the original website that we were given.

As you can see, it looks nice. However, it does not pass a lot of accessibility tests.

For example, on that right rectangle box you can barely see that there's a box at all. The text, is also extremely small so small, in fact, that it won't pass any accessibility tests

Another issue that we came into with is that there's no accessibility page which, like John, mentioned people will not be able to see where they can access if they're wheelchair users, or if they have any cognitive impairments, and need to be isolated from other people at a certain amount of time. So our goal here was to just kind of revamp this website, and not only have accessibility, resources and guidelines, but also have some sort of description around the games, since at the moment the website only describes the artists and their work.

So this is the revamp of the website a couple of things that we did is that we added a navigation at the top. Right, there's 3 tabs now, home games and accessibility.

We also bumped up the text by a couple of points to make it accessible, and that white rectangle we made it completely white so now you can actually read and see that there's a rectangle there as opposed to the previous designs. We also changed the font to a more accessible font.

In this case feature for the games, the game, tab.

We decided to follow a very similar format and add all the amendments in a one-page scroller.

In this case we have the plain language of the description of the game, and then following that, we have the translation to Spanish again.

This is a one-page scroller. but for better accessibility we decided to include some links that this utilized the right box as a place for you to click on in users.

Being taken to the amendments that they're looking for This is also extremely helpful for us in order to make QR codes since the user can simply take out their phone scan. The QR code, and based on the amendment that they're scanning, they will be taken to that portion of this page.

Last, but not least, the accessibility page. This details a lot of resources and was modeled after Momas accessibility website which has amazing resources for accessibility for the best experience for their for their customers.

In this case we decided to include resources for wheelchair access, individuals who are blind or have low vision, individuals who are deaf or hard of hearing, individuals with intellectual, or developmental disabilities individuals with dementia in an explanation of

QR codes on top of that we also included 2 downloadable maps, one sensory map and one social guide for users to download ahead of time. If they want to carry those maps on their phone as I mentioned before, there's an explanation of QR codes.

So this is just scrolling down a little bit on that accessibility page, basically what this is. it's just an explanation of how to utilize these codes.

We found that a lot of our older population struggles a lot with QR codes. So we thought this would be really really good for someone trying to access those QR codes there's an explanation for apple users, android users, and if every else fails, there's also an explanation of how to utilize Google chrome and Google lens to scan a QR code.

Awesome. Thank you so much. Thank you. everyone.