# Maps, Apps, Oh My!

Presented by Carla Guzman and Abhishek Rana

Mentored by Dr. Cheryl Fogle-Hatch

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### **Project Overview and Goals**

- Exploring two wayfinding and navigation applications, GoodMaps and Waymap.
- These applications help blind or visually impaired users in navigating through an indoor or outdoor space using spoken directions.
- Our goal was to create visual guides for sighted folks to familiarize them with these applications to eventually help blind visitors in navigating through currently inaccessible spaces.

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#### **Our Team**

• Dr. Cheryl Fogle-Hatch

Founder of MuseumSenses, Archaeologist, Researcher, Writer

#### Carla Guzman

Graduate Student, NYU ITP

Abhishek Rana

Graduate Student, NYU IDM

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### **Project Timeline**

#### **Kickoff Meeting**

together as a team to lay out a plan and do readings focusing on accessibility tools for the blind.

#### First meeting with our

**mentor.** Cheryl explained the final outcome of the project and discussed GoodMaps and Waymap.

Started creating the **visual guides** for GoodMaps and Waymap.

#### **Explored Accessibility**

**Tools** like VoiceOver, Siri, Audio Descriptions to better understand the working and experience of spoken instructions.

#### Research on GoodMaps and Waymap —

brainstormed different forms of visual guides for sighted people. Cheryl reviewed the **long descriptions** for the visual guide. Completed the visual guide **brochure**.

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#### About GoodMaps

- Born out of the American Printing House for the Blind.
- It is a digital mapping and accessible navigation company focused on making buildings more accessible, welcoming, and safe.
- It uses advanced LiDAR, machine vision, and machine learning to create a geospatial technology platform.
- Their mission is to improve the accessibility, safety, and productivity of indoor spaces by creating accurate and secure 2D and 3D digital maps, providing accurate positioning, and a trusted wayfinding experience.

#### About GoodMaps

- As of today, it is available in 119 indoor locations around the world.
- Some of their major customers include
  - Transpennine Express entire network. UK
  - Network Rail mainline terminals. UK
  - West Midlands Trains UK
  - London Northwestern Rail UK
  - SoundTransit Seattle, USA
  - BART San Francisco, USA

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#### **About Waymap**

- As of today, it has been tried and tested in North America and Europe
- They have teamed up with major companies like Verizon
- Waymap is based on pre-programmed routes
- Based on location
- Based on Military technology
- CEO, Tom Pay, is blind, and an advocate

#### **About Waymap**

- Doesn't rely on standard GPS like other map technologies.
- Determines location between 10 degrees.
- Doesn't require WiFi or Mobile Internet
- Not just for blind community, universal design
- Must be compliant with the ADA

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#### **Visual Guides**

- Coming up with the visual guides was an interesting experience; although the target audience was sighted users we still wanted to make sure these guides were accessible and only had necessary descriptions.
- We first gathered relevant graphics and then prepared descriptions for each of the visuals which were then reviewed by our mentor, Cheryl.
- After getting feedback from our classmates, we decided to include QR codes that would take people to the website, and useful video tutorials and reviews.

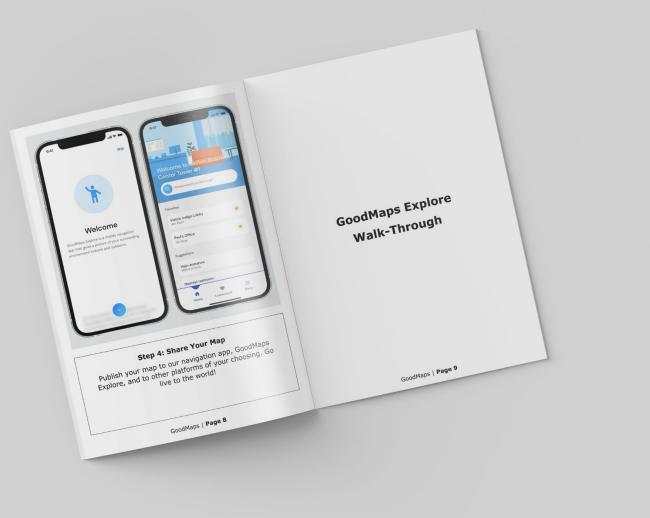
#### Visual Guide for GoodMaps



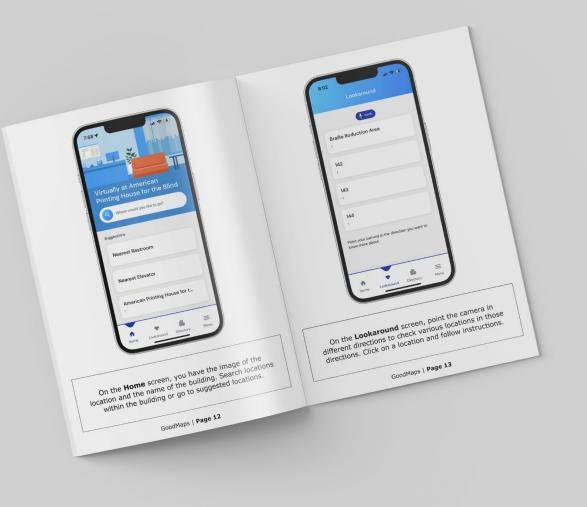














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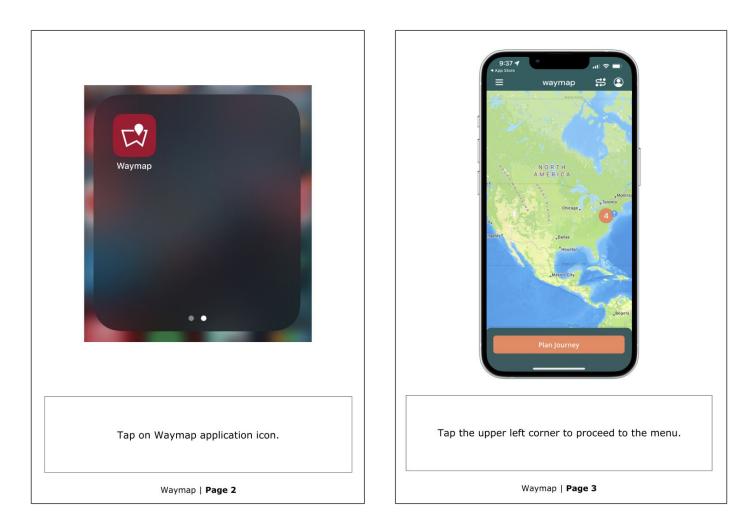
#### **Visual Guide for Waymap**

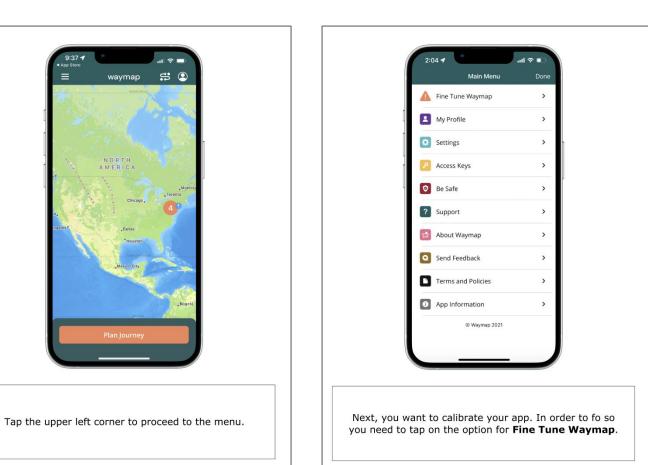
www.waymapnav.com



with

Make your building or organisation fully accessible





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waymap

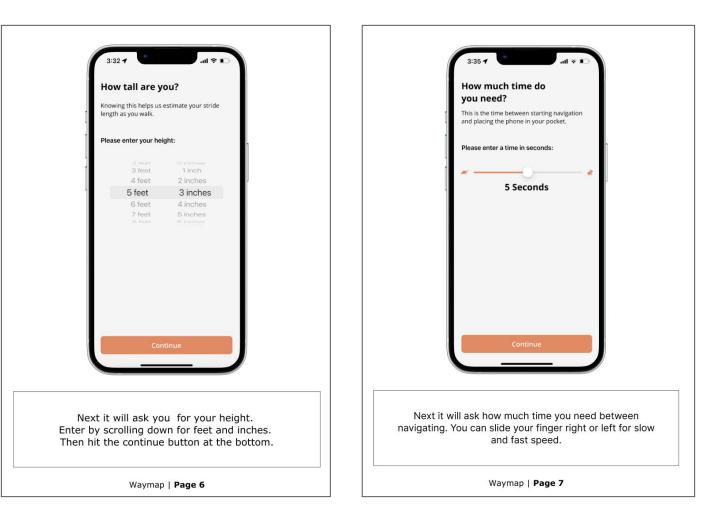
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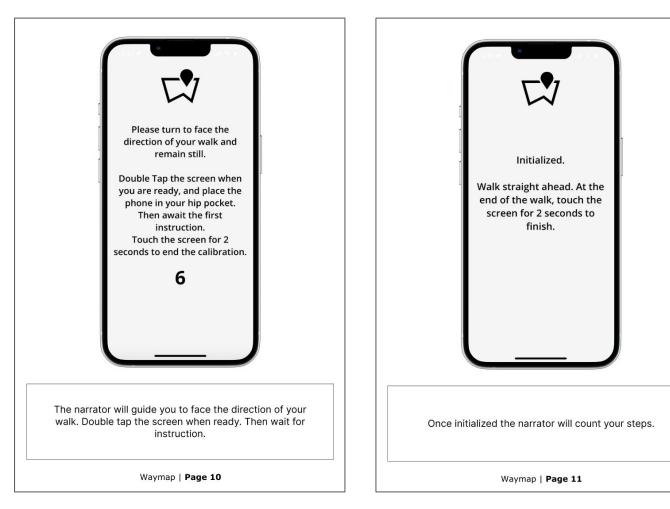
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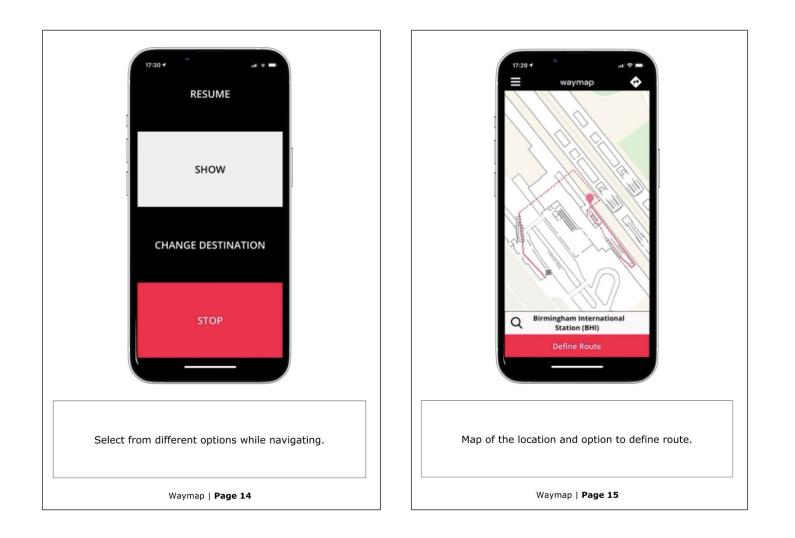
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#### Scan the QR Codes to Learn More





Waymap Mobile Application Waymap Website



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#### **Challenges and Solutions**

- Limited information about GoodMaps and Waymap.
  - Dug deep into their website, YouTube, social media user reviews.
- Information on websites seem **overwhelming** and **complex**.
  - Focusing on visuals and breaking down into steps.
- These navigation apps **do not support** navigating from one point to another **within a room** (for example, checking out art pieces in a museum).
  - We have set up a meeting with Waymap & GoodMaps

representatives to know more about the future plans for this issue.

# Notes from our meeting with **Waymap's Marketing and Community Manager:**

- It is available in a limited number of locations including Washington DC
- On the go Waymap trials in the UK and LA at Loyola Marymount University, Poland, Australia and the UK
- Actively exploring with public museums in the USA and UK and very similar orgs to provide an audio tour experience when you are near a particular item in a museum.
- Troubleshooting within the app and some faq and visual maps.

# Notes from our meeting with **Waymap's Marketing and Community Manager:**

- The app works well with VoiceOver and accessibility mode and high contrast mode to help with low vision users
- Plan Be my Eyes, a phone help service within the app can have access to the screen. Video and audio guides to train staff if someone needs help.
- Different from other apps like Goodmaps because they don't focus so much on the infrastructure.
- Plan to share our visual guide and connect them with our mentor.

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### **Conclusion & Next Steps**

- Learned about accessibility tools, different wayfinding and navigation applications, and the different technologies they utilize.
- Writing descriptions for images without overwhelming the user.
- Printed the visual guides in form of A5 brochures so they can be easily used to advertise at different venues.
- Next Steps: Circulate these brochures and encourage institutions and buildings to become more accessible.

#### **Thank You**