




# Sensory Resource Guide

## Over/Under Stimulation Environment Group 1

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# Solution Description

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- Sensory Resource Guide
  - It is a guide for museums to help them implement sensory resources to control over-stimulating environments.

We are preparing a guide on three items so that museums can have their own ones.

- Sensory Kit
- Sensory Guide
- Social Narrative

# Target Audience

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- Museums
  - Sensory Resource Guide is for museums.
    - Museums that want to implement sensory resources but are hesitant due to cost and labor
- Visitors
  - Actual users of the sensory resource are visitors who may get overstimulated.

# Competitive Analysis

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- There is no *standardized* guide for museums about how to implement sensory resources.
- While other museums do offer similar resources, they often are not relevant to the museum exhibition content.
- With COVID-19, many of these items are tactile and may not have guidelines on how to clean/disinfect for safe use and are not created with fabrication that allow for items to be cleaned regularly.

# Description of Final Deliverable

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- We are still considering final deliverable format.
  - Website, shared google drive, booklet, etc
- We will have our final prototype with text to speech and any videos will have audio descriptions and will use feedback to create the resource as accessible as possible
- The contents of each item are explained in the following slides.

# Sensory Kit

- Many of the objects in existing Sensory kits are not related to the museum content.
- We will create a breakdown of low-cost (under \$30), higher- cost item, and non-returnable object solutions that will be customized per museum
- Adding exhibit related sensory tools will add another layer of interpretation to the user
- Will incorporate a digital format for opportunities to decrease sensory overload
  - Ie: Music/ Exercise
- All tactile objects will be fabricated/ designed with specific cleaning recommendations

# Sensory Guide

- General info

- What, Why, Who, When, Where, How

- How to make Sensory Guide: template

- [https://docs.google.com/presentation/d/1SWFE8cmXVM1Kvd72eOeDsJMz\\_rJL5UjxqUnpEFI\\_Fm4A/edit?usp=sharing](https://docs.google.com/presentation/d/1SWFE8cmXVM1Kvd72eOeDsJMz_rJL5UjxqUnpEFI_Fm4A/edit?usp=sharing)

- Other museums' examples

- <https://www.intrepidmuseum.org/education/images/1018-Sensory-Guide.pdf>
- [https://www.fi.edu/sites/default/files/SensoryMap\\_AmazingMachine\\_NEW.pdf](https://www.fi.edu/sites/default/files/SensoryMap_AmazingMachine_NEW.pdf)
- [https://www.museumoflondon.org.uk/application/files/3515/3417/2482/18149\\_Sensory\\_Map\\_for\\_MoL.jpg](https://www.museumoflondon.org.uk/application/files/3515/3417/2482/18149_Sensory_Map_for_MoL.jpg)

- Summary

- [https://docs.google.com/document/d/17fR2ey\\_AeHPn9edoFFOKcJtN7CdmzErw9eYmerc8dn4/edit?usp=sharing](https://docs.google.com/document/d/17fR2ey_AeHPn9edoFFOKcJtN7CdmzErw9eYmerc8dn4/edit?usp=sharing)

# Social Narrative

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- General information
  - What, Why, Who, When, Where, How
- How to make Social Narrative
  - What information to include
  - Which software to use
  - Tips
  - Other museums' examples
  - Template (Not yet)
- Summary
  - [https://docs.google.com/document/d/1Y3ZCA\\_pPjvkmqiHoa15WcNEurI9AnrUUEjEA1ZtJ-c/edit](https://docs.google.com/document/d/1Y3ZCA_pPjvkmqiHoa15WcNEurI9AnrUUEjEA1ZtJ-c/edit)
  - Also linked from over/under team page in the class website



# Challenges / Roadblocks We Have Hit So Far

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- COVID-19
  - Hesitant to work on touchable objects
  - Hygiene
  - Cleaning
  - Physical creation of the sensory objects. May have to design but create a physical prototype later on.
- Museums
  - Cost
  - Cannot visit museums currently to see other sensory resources
  - Human Resources
- Not able to approach users of sensory resources yet
  - User interview and test

# Update of accomplishments so far, and plan for the rest of the semester

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- Replace sensory objects to digital format, such as meditation music and video to follow.
- Design sensory items related to each museum's story/characteristics. Understand exhibit context for prototype development.
- Final deliverable format to user.(website, booklet, google folder)
- Method and reference for measuring the light, sound, touch... etc in order to fill out the sensory guide template
- Contact disability advocates to identify what aspects of the kit are crucial

# Request for Feedback

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- **Museums:**
  - What is the most useful deliverable format? (such as website / shared google drive / booklet / etc)
  - In the Sensory Guide, are there any more categories that you would like to see in the final prototype?
- **Working Groups:**
  - Once we create the sensory object, we would like feedback on the overall design and usefulness from the mentors and OT students.
  - From the Digital Frictions class, we would like feedback on the usability of our two digital platforms (sensory guide and social narrative). We will email you with the prototype in a week.