

Talking about accessibility, inclusion, usability: a discussion for a new International Committee

September 2nd, 2019

2:30 pm - 6:00 pm

Inamori Memorial Hall - Room 106



ICOM international
council
of museums
Italia



**Museums and digital accessibility:
technologies, open data and inclusion**

Anna Maria Marras

Museum have no borders, they have a network



**Museums have no borders,
they have a network**

Convention on the Rights of Persons with Disabilities

The purpose of the Convention is to promote, protect and ensure the **full** and equal **enjoyment** of all human rights and fundamental freedoms by all persons with disabilities, and to promote respect for their inherent dignity.

Accessibility



What Does It Mean to Be an Accessible Museum?

At the Museum our goal is equality of participation for all visitors, including those with disabilities. An accessible museum is not just a museum that breaks down physical barriers, but a museum that makes its objects understandable, making the stories that an exhibition tells accessible to everyone.

Francesca Rosenberg director of Community, Access, and School Programs in MoMA's
Department of Education

Accessible museum

An accessible museum is not just a museum that breaks down physical barriers, but a museum that makes its collection **understandable** and accessible to everyone. Technologies are the tools that help the museum to be more accessible.

Accessible museum

Physical

Cognitive

Sensory

Digital

Cultural

Economic

Accessibility as museum strategy



SERVICES ▾

OUR WORK

BLOG ▾

ABOUT



Q&A With Ruth Starr, Accessibility Manager, Cooper Hewitt,
Smithsonian Design Museum



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ICT accessibility

Perceive it

Understand it

Operate it

Usability

Effectiveness

Efficiency

Satisfaction

Ubiquitous computing and Human centered design



<http://cyborganthropology.com/wiki/images/b/b2/Irc-hub-home-automation-ubiqitous-computing.jpg>

Assistive technologies



Resolution on assistive technology

Public health, innovation, intellectual property and trade

Public health, innovation, intellectual property and trade

About PHI

▼ Areas of work

Assistive health technology

Health research and development

Intellectual property and trade

Local production and technology transfer

Monitoring and reporting

Publications

Speeches

WHO governing body documents

News and latest activities

Global Cooperation on Assistive Technology (GATE)



WHO estimates that more than one billion people (mostly older people and people with disabilities) are in need of one or more assistive products. With populations ageing and the rise in noncommunicable diseases, this number is expected to increase to beyond two billion by 2050. Currently, only one in ten people in need have access. To address the substantial gap between the need for and provision of assistive technology, WHO established the Global Cooperation on Assistive Technology (GATE).

Improving access to assistive technology for everyone, everywhere.

Keep in touch with us by joining the GATE community [🔗](#)

Fact sheet on Assistive Technology

1 in 10

people have access to the assistive technology they need

Assistive Technology change lives

1 billion

people need assistive technology today

About GATE

5 P

People, policy, provision, products and personnel

Digital divide



Schema on Museum Digital

ICT for Museum Accessibility

Target	
WI-FI	Visitors Internal
Staff	Skills Training
Spaces for ICT	
Consistency with the museum exhibition	
Consistency with the museum mission	
SW	Usability and user experie User manual User licence SW training staff SW assistance SW maintance Analytics

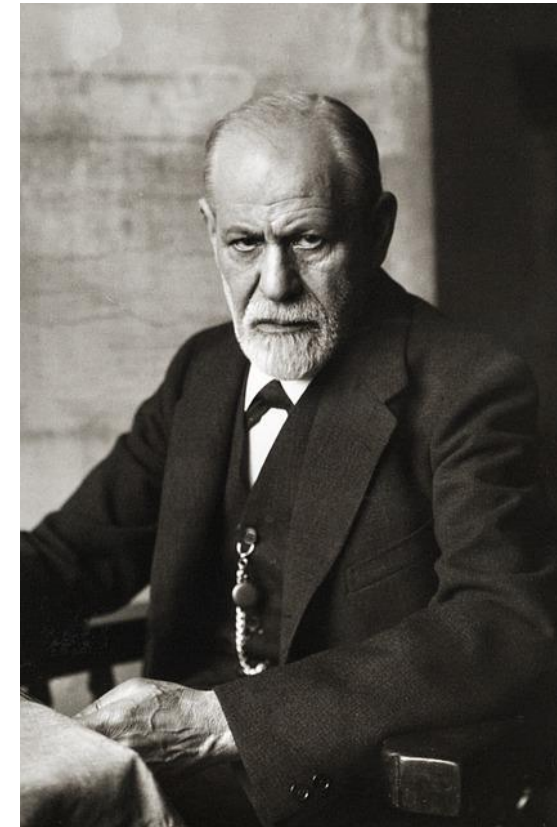
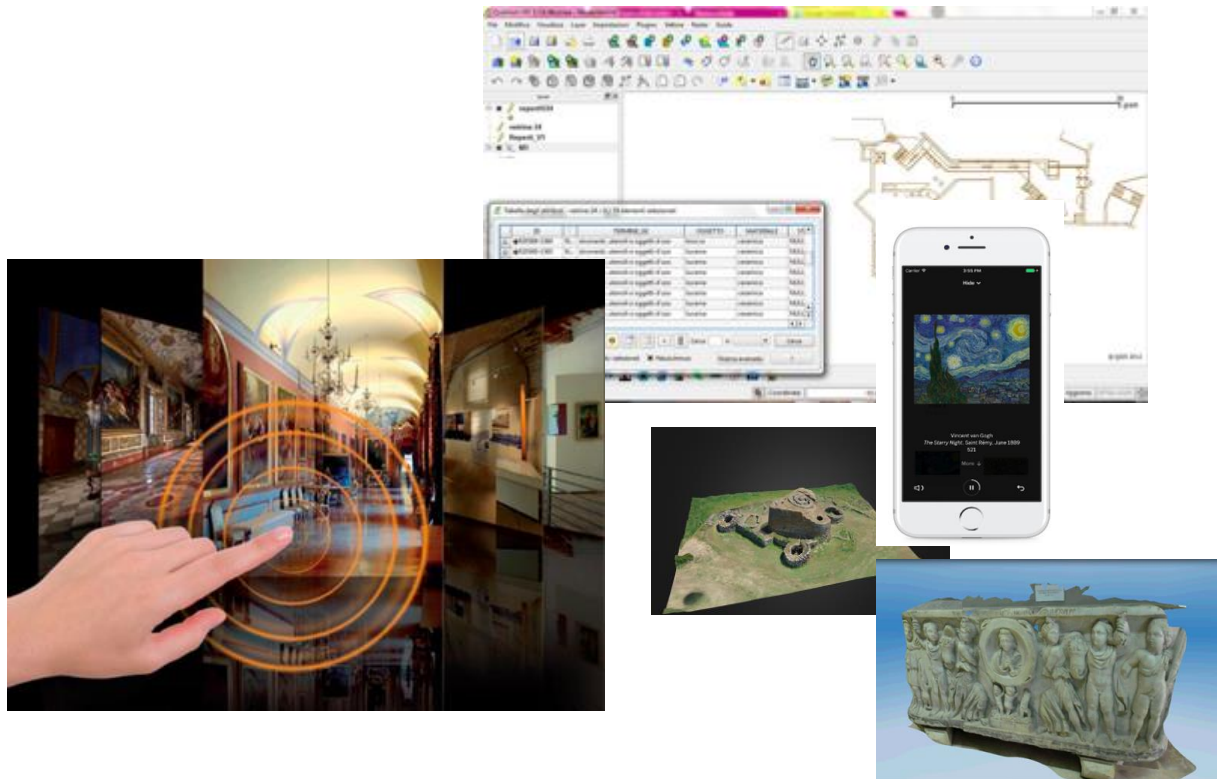
Schema on Museum Digital

HD and other physical devices	<ul style="list-style-type: none"> HD maintenance HD positioning HD consume HD training staff HD reuse User manual Disposal
Contents (texts, images, videos)	<ul style="list-style-type: none"> Color Font Aligneament Readability Understandability
Stakeholders	<ul style="list-style-type: none"> Testing Monitoring and analytics Sastisfaction
User target	<ul style="list-style-type: none"> Scenario User requirements
Budget	<ul style="list-style-type: none"> Achievement Support Maintenance Life Insurance

Bring Your Own Design

The proliferation of devices such as tablets and smartphones used by many people in their daily lives, pushes towards Bring Your Own Device (BYOD) with access tools increasingly available on various devices, because everyone can make adjustments to suit their own needs and users have increasing expectations that technology should work for them.

Choosing accessible technologies: (psyco)analysis issue



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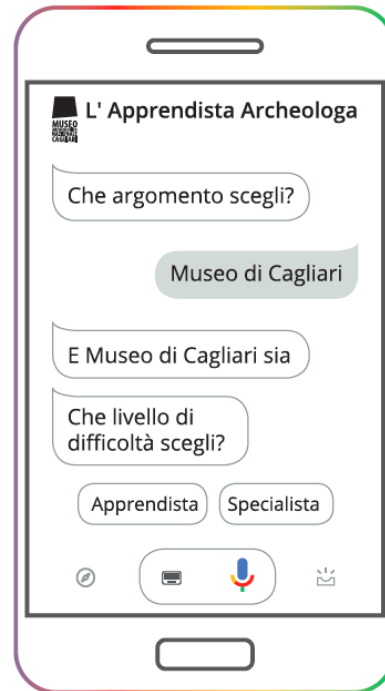
Anna Maria Marras

AI and Museum



L'Apprendista Archeologa
è un quiz per iniziare a scoprire
l'**archeologia della Sardegna**.

 apprendistarcheologa@gmail.com



Personal museum

Recognition of visitors is carried out by human sensors, but it is necessary to specify the individuals in order to personalize the information to meet the characteristics of the visitor. The Personal Museum is another example of supplementing the real with the virtual. In the real world, as illustrated by terms such as mass productions and economies of scale, in many cases it is inefficient to respond separately to individuals.

Ken Sakamura

Open Museum

A museum cannot be defined as fully accessible if it does not make its collections available in open data.

Holistic digital

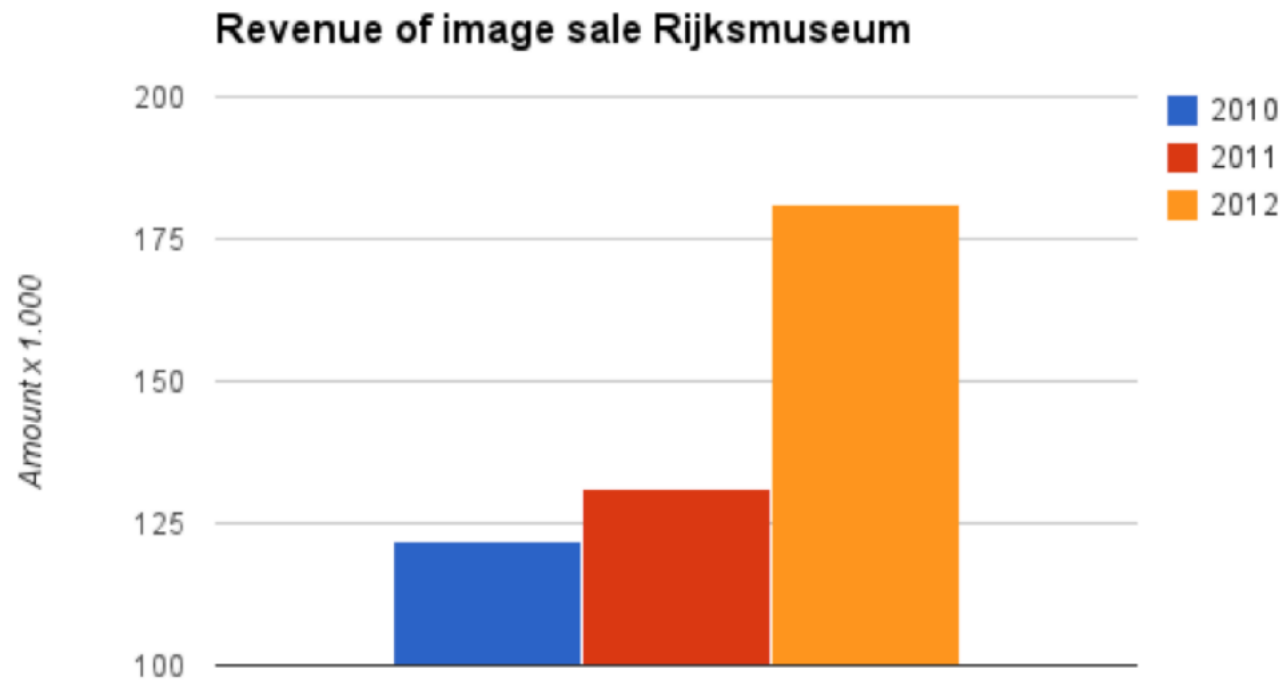
Through the development of a holistic digital proposition there is an opportunity to use the digital to deliver Tate's mission to promote public understanding and enjoyment of British, modern and contemporary art. To achieve this, digital will need to become a dimension of everything that Tate does.

Tate Digital Strategy 2013–15

Digital as a Dimension of Everything

John Stack

Public domain and business models



Democratising the Rijksmuseum
Why did the Rijksmuseum make available their highest quality material without restrictions, and what are the results?

Joris Pekel, Europeana Foundation

The opening of data allows the public to experiment, use and re-use images to create their own experience and share it with others without geographical, temporal, economic, sensorial, physical, cognitive and economic barriers, also following the ICOM Code of Ethics: *Museums have a particular responsibility for making collections and all relevant information **available as freely as possible**, having regard to restraints arising for reasons of confidentiality and security.*

World report on disability - World Health Organization

Reading the World report on disability, I find much of relevance to my own experience. I have benefitted from access to first class medical care.

I rely on a team of personal assistants who make it possible for me to live and work in comfort and dignity.

My house and my workplace have been made accessible for me. Computer experts have supported me with an assisted communication system and a speech synthesizer which allow me to compose lectures and papers, and to communicate with different audiences.

Stephen W Hawking

Digital accessibility: to be or not to be.



<https://www.flickr.com/photos/brightdrops/27106393433>



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