

Initial Concepts

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Museum Accessibility Collab
Parsons MFADT Fall 2013

3 Approaches

1. Translating visual information into multi-sensory experiences
2. Experiencing a series of artwork tied through one theme (artworks from same artist/art movement)
3. Learning the art historical significance (one theme, artworks from different art movements)

Considerations

- Not assuming that those with disabilities want to see the same things that we see
- Universal design
- Subjective vs Algorithmic inputs

Concept 1

Visual to Multi-sensory Experiences

What would it feel like to be in the painting?

Playing with experience, playing with art



Garden at Sainte-Adresse, Claude Monet

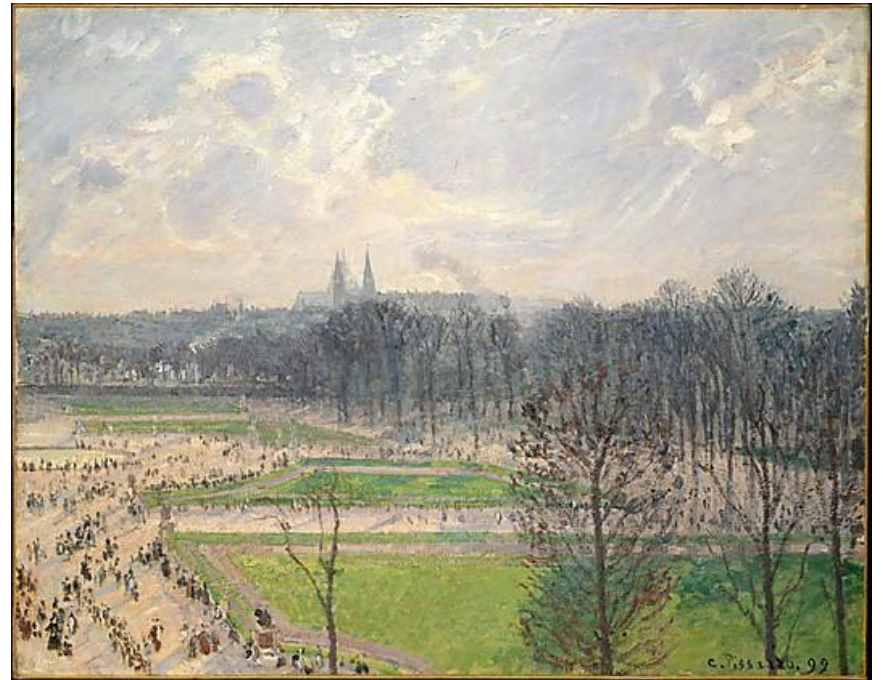
Senses

Touch (tactile), Smell, Taste, Movement, Temperature



Concept 2

One Theme + Series



The Garden of Tuileries series
Camille Pissarro

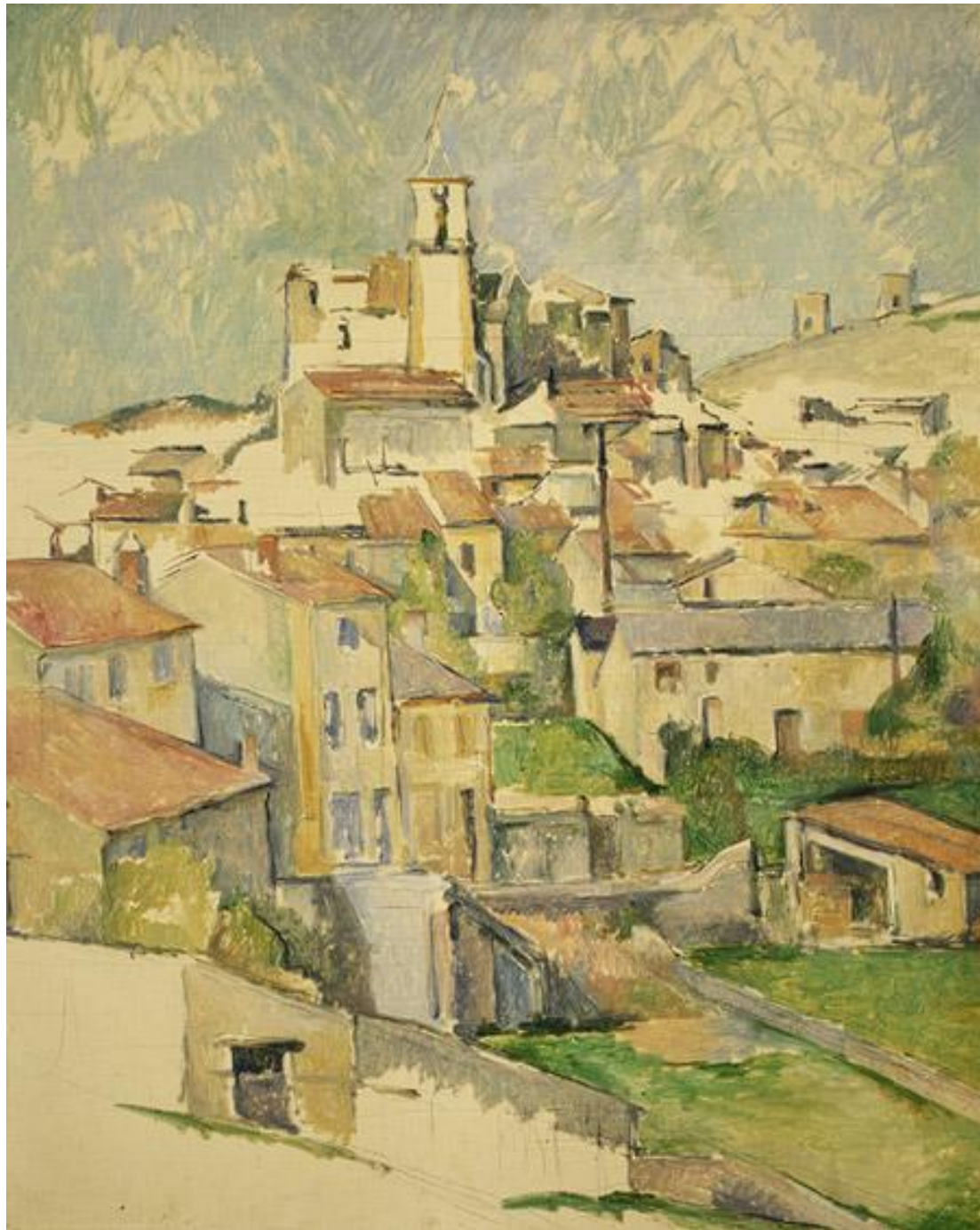
Concept 3

Experiencing the Art Historical Significance

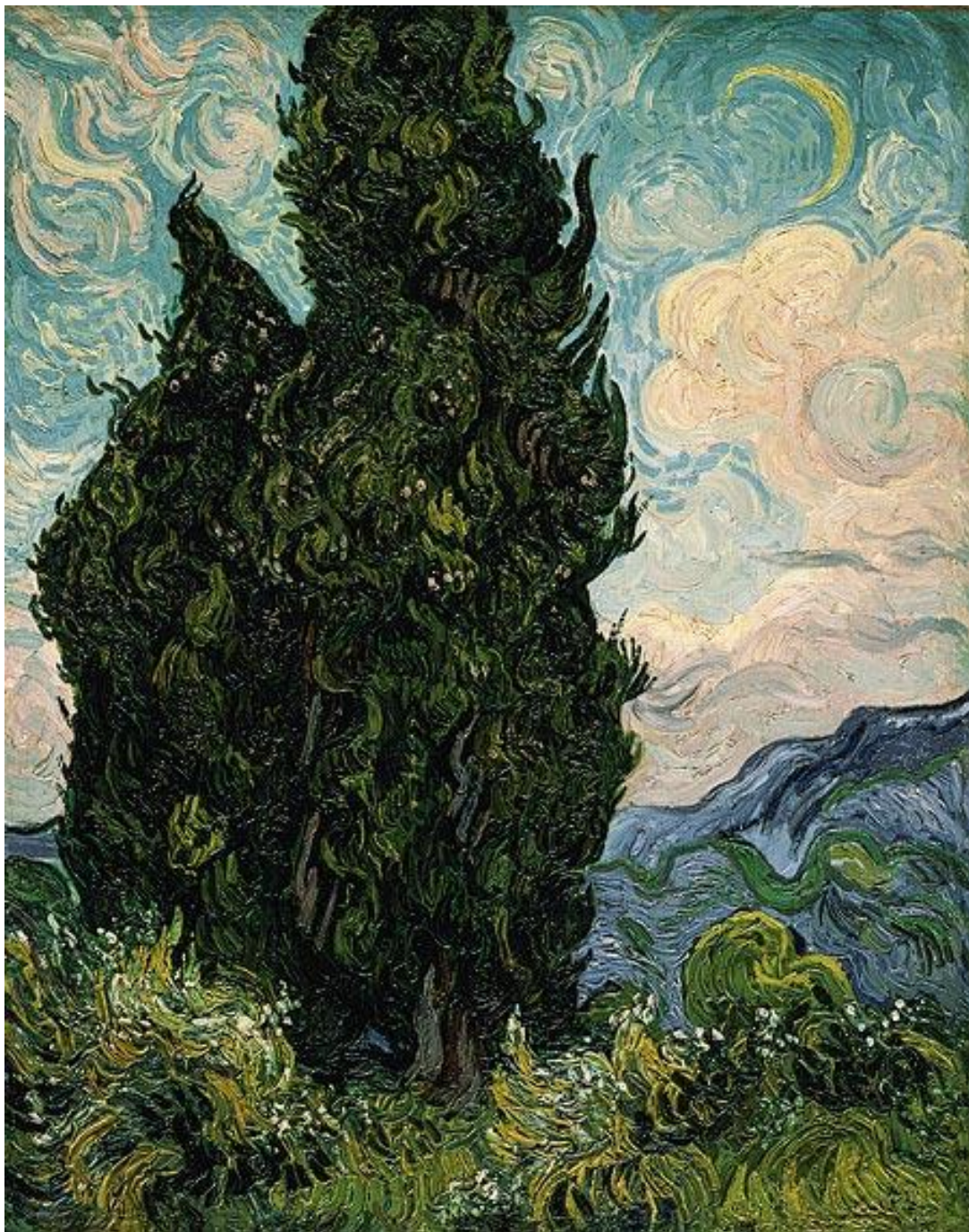
Highlight how artists pushed things forward.

Translate the information into experiences.

Compare & contrast.



Gardanne, Paul Cezanne



Cypresses, Vincent Van Gogh

Precedents / Inspirations



Madeline, Amy Radcliffe



The Art of Smell, Sissel Tolaas



Ferrofluid - SnOil Display, Martin Frey



San Diego Museum of Art Talking Tactile Exhibit



Sensorium, MIT



Installation for the Dia Art Foundation, Koo Jung A



Woman Bathing in a Shallow Tub
Edgar Degas



The Tub, Edgar Degas

Thank you

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