

Blind and Low Vision Accessibility Framework for Museum of Glass

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Framing, Purpose, & Impact

As museums seek to become more relevant to their communities, a major shift has been around becoming more accessible.

Museum of Glass is seeking to incorporate accessible design for the blind and low vision community.

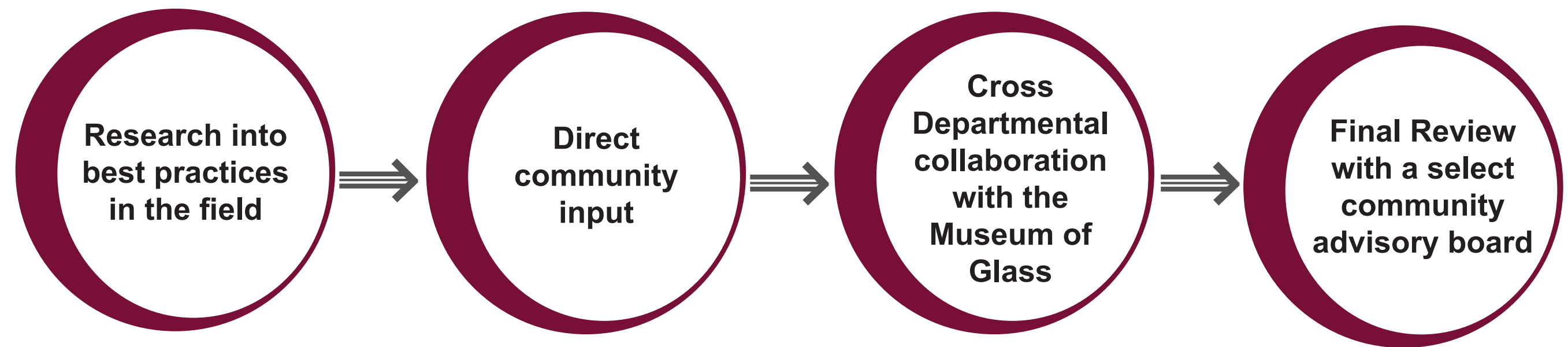
The purpose of this project is to develop a framework which offers an inclusive approach for Museum of Glass staff to create and sustain accessible design in museum practice for visitors with low or no vision.

Reflection:

Research and collaborative input from visitors with low or no vision is vital to developing accessible design and programming, showing that multi-sensory experiences and programs can greatly improve museum experiences and learning. Creating a strategy for ongoing input allows for relationship building with community members and leads to better museum experiences.

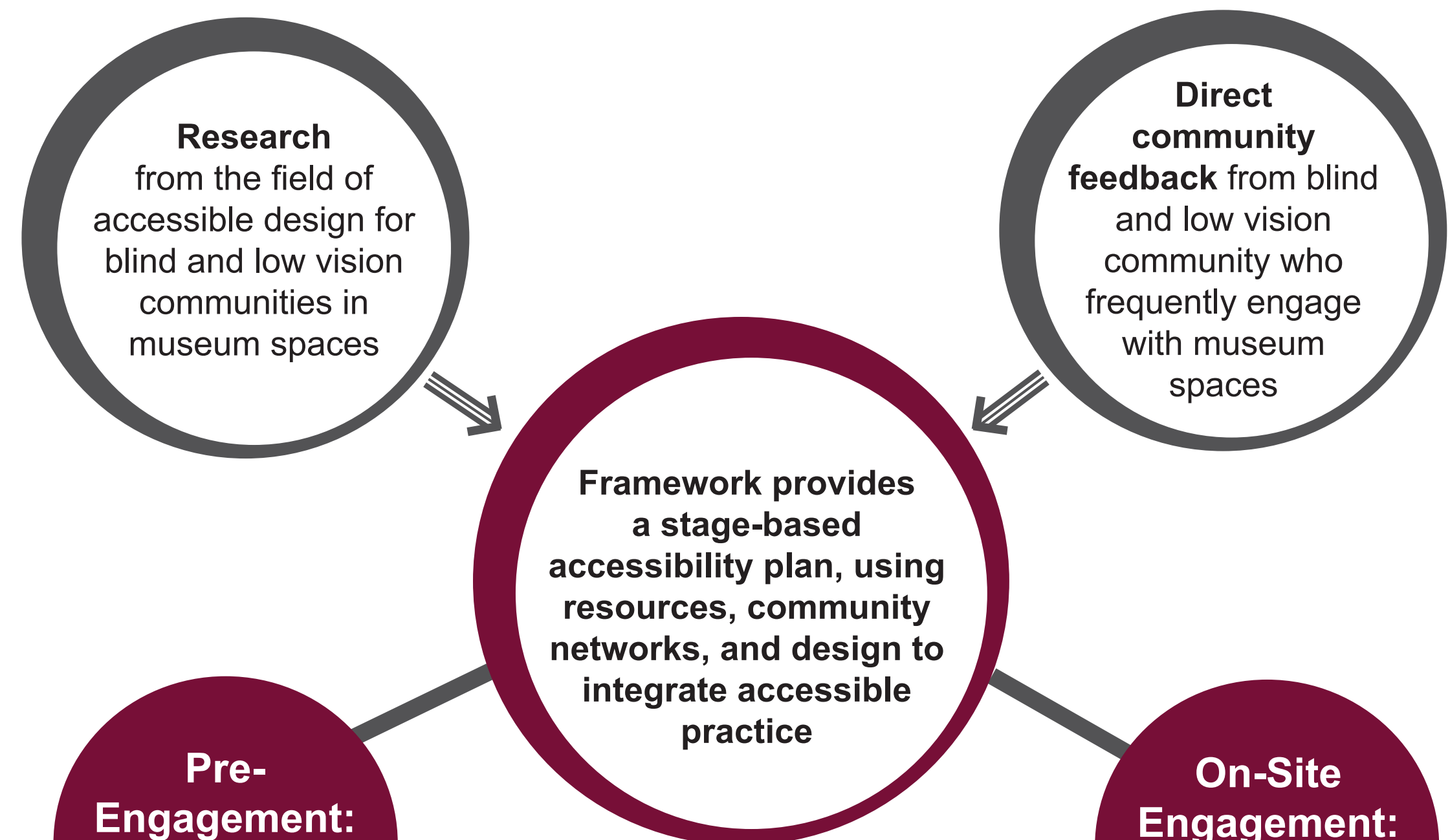
The multi-sensory experiences created for accessible programs in this project can benefit all visitors' experiences. For museum staff who are constrained by financial capacity, a stage-based approach allows for an easy entry point with opportunities for broadening and deepening engagement. This framework-based approach can be applied to creating access for visitors with different disabilities.

Process: Project Development



The advisory board consisted of people with low or no vision. The advisory board provided feedback through-out the development process and conducted a final review.

Deliverable: Museum of Glass Accessibility Framework



Pre-Engagement: Accessibility Online

Website Accessibility

- Stage 1: Overall Accessibility of Website
- Stage 2: Accessibility Page
- Stage 3: Accessible Objects and Collections Online

On-Site Engagement: Exhibits and Tours

Exhibit Design

- Stage 1: First Level Access
- Stage 2: Artist Presence
- Stage 3: Accessible Design

Touch Tours

- Stage 1: Training and Structure
- Stage 2: Evolving Tours
- Stage 3: Specialized Programs

Art Beyond Sight: Museum Education Institute. <http://www.artbeyondsight.org/mei/>

Ginley, B. 2013. Museums: A Whole New World for Visually Impaired People. *Disability Studies Quarterly*, 33(3). <https://doi.org/10.18061/dsq.v33i3.3761>.

Levent, N., & Pascaul-Leone, A. (Eds.). (2014). *The Multi-Sensory Museum*. Rowman & Littlefield.