

Techniques and Tools to Increase Tactile Offerings in Museums

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Talk Overview

Introduction and overview of the current state of accessibility in museums for Blind and low vision visitors (Cheryl)

Taxonomy of Touch Objects and Recommendations (Amy)

Opportunity for Creative Tactile Offerings (Stefanie)

Touch Tree: a tool to help museum curators select appropriate touch experiences

The Current State of Accessibility in Museums for Blind and Low-vision Visitors

Fogle-Hatch, Cheryl and Winiiecki, Don. [Assessing Attitudes of Blind Adults About Museums](#). MW20: MW 2020. Published February 15, 2020.

Porcelain Touch Stations

An example of a museum setting up a touch station using original artifacts.



McCullough Hall Historical Museum, Morristown, NJ
[Bring Your Own Device Tour](#)

What museum professionals think about accessibility (1/2)

Services considered essential by blind people that were never provided:

- **Braille Materials: 56%**
- **Touch/Tactile Tours: 38%**
- **Audio Description: 36%**

From: [The Massachusetts Arts & Culture Access Survey](#)

What museum professionals think about accessibility (2/2)

Survey responses identified the primary barriers as limitations in:

- **Funding: 66%**
- **Staffing: 63%**
- **Time: 41%**
- **Lack of Training and Knowledge: 28%**

From: [The Massachusetts Arts & Culture Access Survey](#)

Taxonomy of Touch Objects and Recommendations



Survey of Touch Objects

Interviews with 15 museums / historic sites to understand their touch offerings

Created Taxonomy of 7 categories of Touch Objects

Interviews with 6 Blind / Low Vision accessibility experts to understand their thoughts about each category

Race, Lauren, Saarah D'Souza, Rosanna Flouty, Tom Igoe, and Amy Hurst. 2023. ["Understanding Accessible Interpretation through Touch Object Practices in Museums."](#) *The International Journal of the Inclusive Museum* 16 (1): 75-98.

Taxonomy of Touch Objects and Preferences



Original Artifact
(13 museums, 6 experts)



Artist-commissioned Replica
(2 museums, 6 experts)



3D-printed Replica
(3 museums, 6 experts)



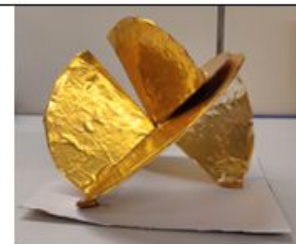
Purchased Model
(10 museums, 4 experts)



Printed Tactile Graphic
(7 museums, 3 experts)



Found Material Samples
(7 museums, 2 experts)



Hand-crafted Interpretation
(14 museums, 2 experts)

Creative Tactile Offerings

Balancing Aesthetic and Informative Touch

Historical Embroidered Naval Patches from the Intrepid Museum



Combat Information Center Patch



Mediterranean Cruise Patch

Evaluating first prototypes at the Intrepid Museum

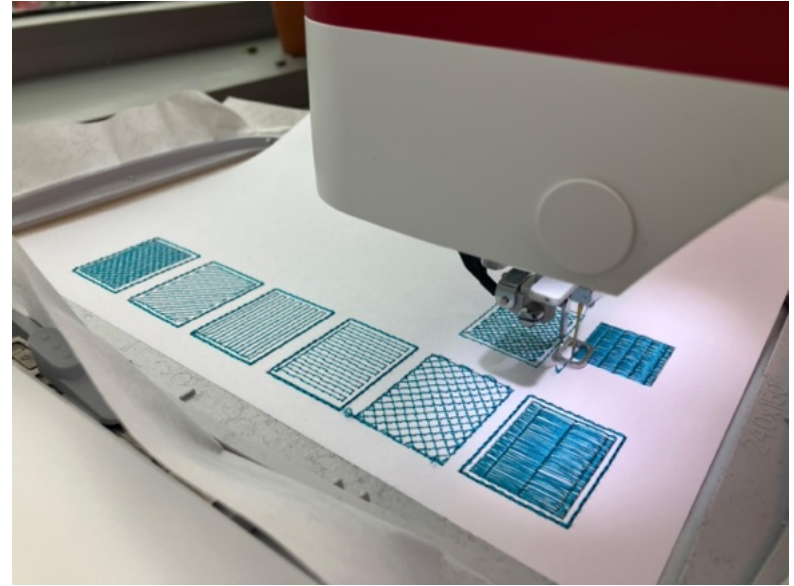


Ability Project Researchers at the Intrepid Museum

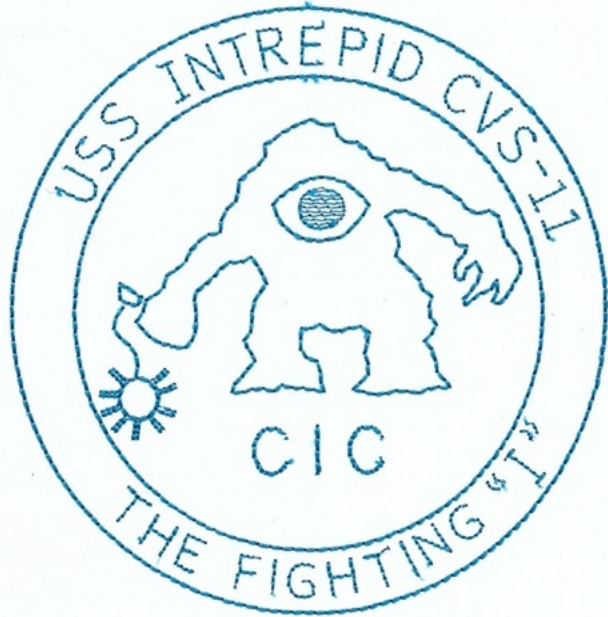


Combat Information Center Patch
Monster figure printed on microcapsule
with stitched border

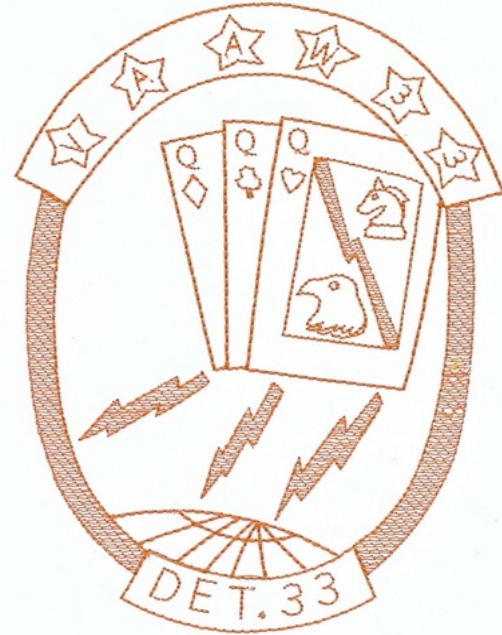
Paper and Thread Tests & Pattern Swatches



Stitched Interpretations of Naval Patches



Combat Information Center Patch



Mediterranean Cruise Patch

Synthesizing Findings & Recommendations - Student Work

Postal Clerk Third Class Rating Badge



Original patch



Microcapsule Interpretation



Digitally Embroidered Interpretation

Fighting Squadron 18 (VF-18) Insignia Patch



Original patch



Microcapsule Interpretation



Digitally Embroidered Interpretation

Exploring Interpretations of Other Artifacts & Materials



Helen Keller Services Techblitz Logo

Fantastical Streets: The Theatrical Posters of Boris Bučan

September 26, 2024–February 23, 2025



**POSTER
HOUSE**

Poster House Museum,
NYC

Touch Tree

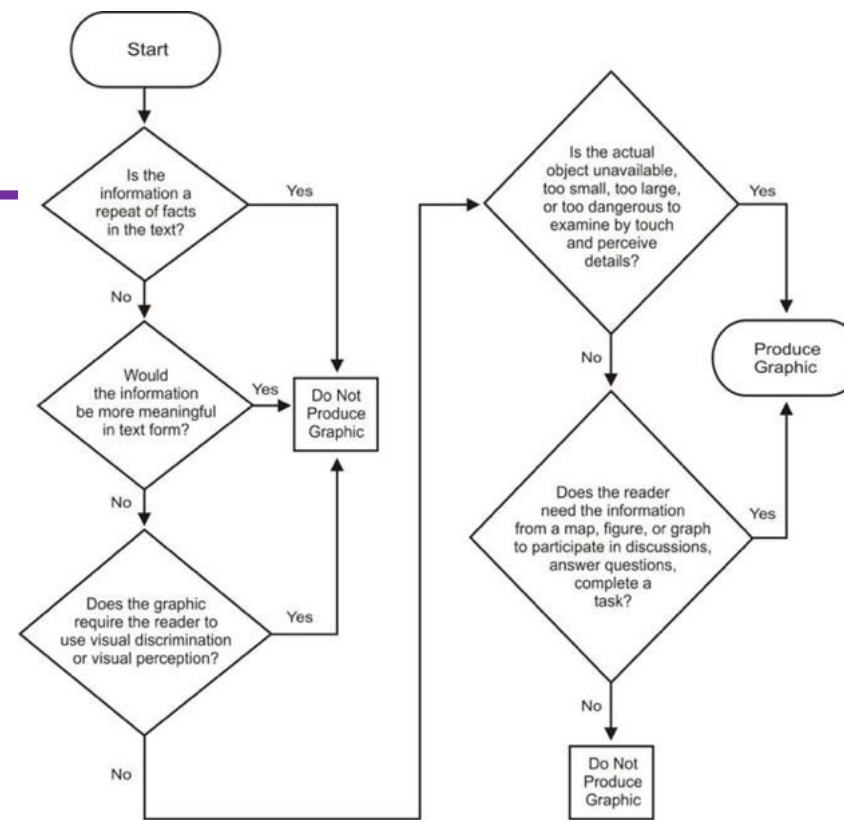
a tool to help curators select appropriate touch experiences

Tactile Graphics Decision Tree

Chart that from Braille Authority.org (section 1.8) that illustrates the process of deciding if a tactile graphic should be produced.

A series of Yes / No questions

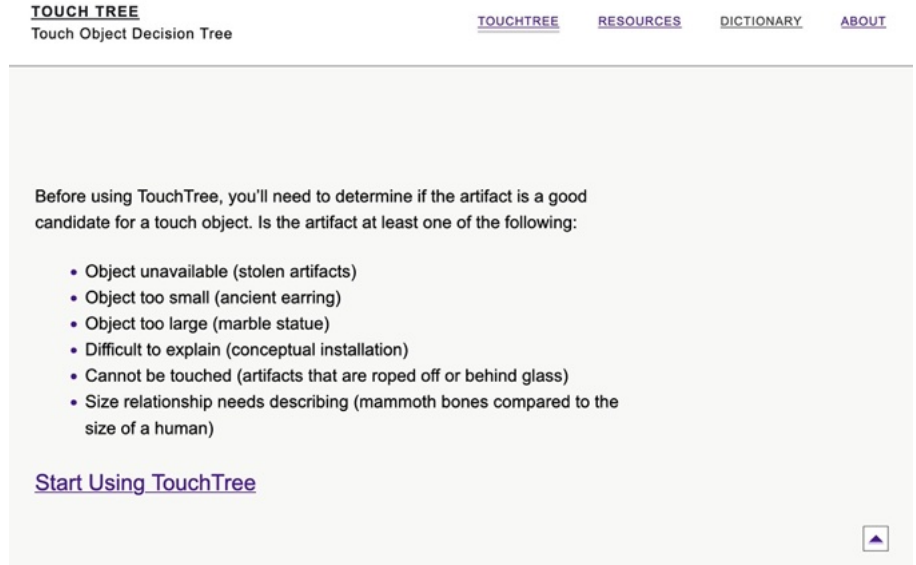
<https://www.brailleauthority.org/tg/web-manual/tgmanual.html>



Adapted with permission of the American Foundation for the Blind from Ike Presley & Lucia Hasty. *Techniques for Creating and Instructing with Tactile Graphics*. Copyright © 2005. New York: American Foundation for the Blind. All rights reserved.

Touch Tree Goal

TouchTree is an online **decision tree** that museum practitioners can use to evaluate in creating a tactile touch object experience for a given museum artifact.



The screenshot shows the top of the Touch Tree website. At the top left, it says "TOUCH TREE" and "Touch Object Decision Tree". To the right are navigation links: "TOUCHTREE", "RESOURCES", "DICTIONARY", and "ABOUT". Below this is a light gray box containing text and a list of criteria. The text reads: "Before using TouchTree, you'll need to determine if the artifact is a good candidate for a touch object. Is the artifact at least one of the following:". The list includes: "Object unavailable (stolen artifacts)", "Object too small (ancient earring)", "Object too large (marble statue)", "Difficult to explain (conceptual installation)", "Cannot be touched (artifacts that are roped off or behind glass)", and "Size relationship needs describing (mammoth bones compared to the size of a human)". Below the list is a link "Start Using TouchTree" and a small upward arrow icon in the bottom right corner.

TOUCH TREE
Touch Object Decision Tree

[TOUCHTREE](#) [RESOURCES](#) [DICTIONARY](#) [ABOUT](#)

Before using TouchTree, you'll need to determine if the artifact is a good candidate for a touch object. Is the artifact at least one of the following:

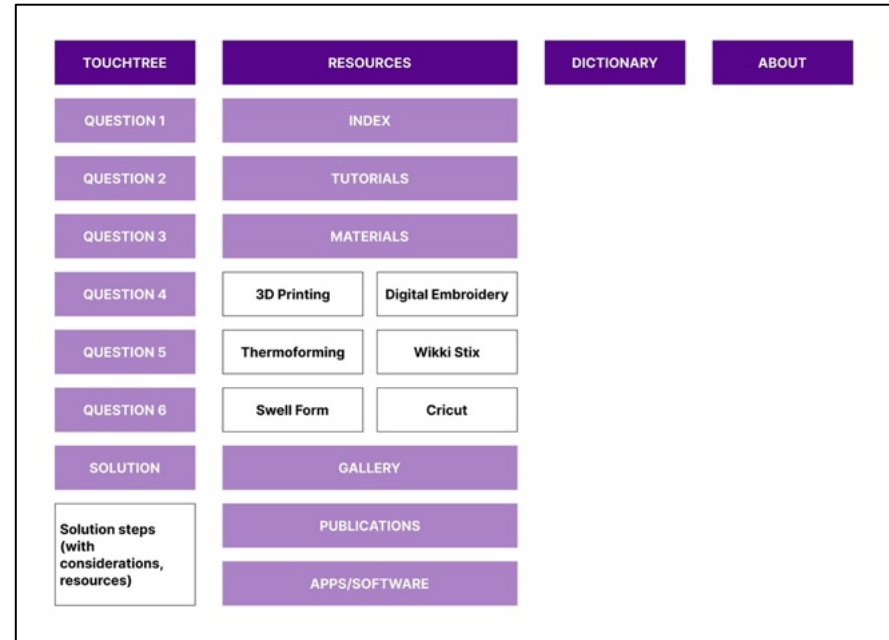
- Object unavailable (stolen artifacts)
- Object too small (ancient earring)
- Object too large (marble statue)
- Difficult to explain (conceptual installation)
- Cannot be touched (artifacts that are roped off or behind glass)
- Size relationship needs describing (mammoth bones compared to the size of a human)

[Start Using TouchTree](#)

Current Touch Tree Prototype

Overview of TouchTree Website

1. Select an object and answer questions to get recommendations about most appropriate touch object
 - a. Will give a recommendation in six questions (usually fewer)
2. Resources List
3. Dictionary of relevant accessibility terms



Touch Tree Site Layout

Touch Tree Design Goals

Step-by-step questions to decide on best interpretation based on insights from our prior research

- Prioritize letting visitors touch original artifact
- Create high-quality replica that visitors can touch

Define relevant terms

Provide resources

Touch Tree Draws on Preferences from Experts



Original Artifact
(13 museums, 6 experts)



Artist-commissioned Replica
(2 museums, 6 experts)



3D-printed Replica
(3 museums, 6 experts)



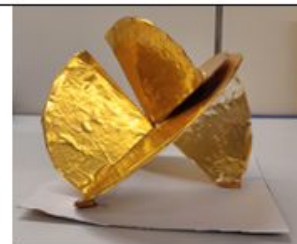
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Found Material Samples
(7 museums, 2 experts)



Hand-crafted Interpretation
(14 museums, 2 experts)

Let's Try it!



Let's assume we are in charge of interpreting Dorothy's ruby slippers (currently listed on SI online collection)



But, First: Is this object a good candidate for touch tree?

Before using TouchTree, you'll need to determine if the artifact is a good candidate for a touch object. Is the artifact at least one of the following:

- Object unavailable (stolen artifacts)
- Object too small (ancient earring)
- Object too large (marble statue)
- Difficult to explain (conceptual installation)
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- Size relationship needs describing (mammoth bones compared to the size of a human)

TOUCH TREE

Touch Object Decision Tree

[TOUCHTREE](#)

[RESOURCES](#)

[DICTIONARY](#)

Before using TouchTree, you'll need to determine if the artifact is a good candidate for a touch object. Is the artifact at least one of the following:

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[Start Using TouchTree](#)

Question 1

Is the [museum object](#)
[three-dimensional](#)?

[Yes](#)

[No or Unsure](#)

[Go back](#)



Question 2

Can the visitor touch the [museum object](#) directly?

[Yes](#)

[No or Unsure](#)

[Go back](#)

You've Previously Answered

1. "Yes" to "Is the museum object three-dimensional?"

Question 3

Can you [commission](#) someone to create a replica of the museum object?

[Yes](#)

[No or Unsure](#)

[Go back](#)

You've Previously Answered

1. "Yes" to "Is the museum object three-dimensional?"
2. "No" to "Can the visitor touch the museum object directly?"

Touch Tree Solutions

Commission someone to create a **replica** of the **museum object** that is scaled to fit in the visitor's hands.



<https://paragonfxgroup.com/products/ruby-slippers>

Provide **visual descriptions** of the replica and the original museum object.

“The slippers are made of white pumps that were covered with red fabric, painted red soles, sequins colored a dark red to match, and bows made of stiff cotton and adorned with three kinds of beads and rhinestones. This pair has orange felt adhered to the bottom to muffle Garland’s footsteps as she danced on the yellow brick road.”
(<https://americanhistory.si.edu/press/factsheets/dorothys-ruby-slippers>)

Let's Try it!

Let's assume we are in charge of interpreting this Italian Side Chair (currently listed on Smithsonian Open Access)



Question 1

Is the [museum object](#)
[three-dimensional](#)?

[Yes](#)

[No or Unsure](#)

[Go back](#)



Question 2

Can the visitor touch the [museum object](#) directly?

[Yes](#)

[No or Unsure](#)

[Go back](#)

You've Previously Answered

1. **“Yes” to “Is the museum object three-dimensional?”**

Question 3

Can you [commission](#) someone to create a replica of the museum object?

[Yes](#)

[No or Unsure](#)

[Go back](#)

You've Previously Answered

1. "Yes" to "Is the museum object three-dimensional?"
2. **"No" to "Can the visitor touch the museum object directly?"**

Question 4

Does an accurate [reproduction](#) of the [museum object](#) already exist?

[Yes](#)

[No or Unsure](#)

[Go back](#)

Previously Answered

1. “Yes” to “Is the museum object three-dimensional?”
2. “No” to “Can the visitor touch the museum object directly?”
3. **“No” to “Can you commission someone to create a replica of the museum object?”**

Question 5

Is it important for the visitor to understand the [museum object](#)'s texture?

[Yes](#)

[No or Unsure](#)

[Go back](#)

You've previously answered

1. "Yes" to "Is the museum object three-dimensional?"
2. "No" to "Can the visitor touch the museum object directly?"
3. "No" to "Can you commission someone to create a replica of the museum object?"
4. **"No" to "Does an accurate reproduction of the museum object already exist?"**

Question 6

Does the [museum object](#) have to convey important processes, like physical mechanisms or artistic techniques?

[Yes](#)

[No or Unsure](#)

[Go back](#)

You've Previously Answered

1. "Yes" to "Is the museum object three-dimensional?"
2. "No" to "Can the visitor touch the museum object directly?"
3. "No" to "Can you commission someone to create a replica of the museum object?"
4. "No" to "Does an accurate reproduction of the museum object already exist?"
5. **"No" to "Is it important for the visitor to understand the museum object's texture?"**

Touch Tree Solutions

3D print a reproduction of the **museum object** that is scaled to fit in the visitor's hands.



3D printed object
(myminifactory.com)

Provide **visual descriptions** of the original museum object and 3D print.

“Elaborately carved and painted side chair. Back composed of crossed cornucopia, from which spring almost at right angles griffins and heads, holding between them an umbrella shaped canopy, with foliated stem of trumpet flowers, in false Chinese taste; surface is painted in buff, red, green, and blue. The rounded tapering legs curve inwards in the middle but splay out towards the feet; above the finely tapered feet, are carved acanthus leaves. Top of legs have square capitols carved with acanthus leaves and berries.” (from Smithsonian Open Access)

Future Work

Touch Tree has been in development for almost 2 years and we still have a long list of additions.

We would love to have you try it out and hear your thoughts!

Please consider sharing your thoughts in our feedback form, and let us know if you are interested in **participating in a future research study.**



[Cat in Eakins's Yard](#)

Try Touch Tree On Your Own!



[Food Co-Op Bag](#)

Questions? Thank you!

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