**Inclusive Design Features in**

**The Dot Experience**

The Dot Experience is being built with accessibility and inclusivity in mind. General affordances include the following:

* Braille
* Closed Caption
* Audio Description
* GoodMaps orientation throughout the museum
* High Contrast
* Tactile Vocabulary and Maps
* Service Animal Relief Areas
* Parent/Nursing Rooms
* Quiet Spaces
* Adult and Baby Changing Tables
* Mirrors

**Q: Why Braille Throughout the Museum?**

**A:** Braille is a system of reading and writing by touch used by the blind. Individuals who are blind and low vision, need a way to read the signs and information displayed throughout the museum.

**Q: Why Closed Caption?**

**A:** Closed captioning allows individuals with a hearing disability to access videos and audio recordings.

**Q: Why Audio Description?**

**A:** Audio Descriptions narrate information about actions, characters, scene changes, on-screen text, and other visual content. This is important for individuals who are unable to see what is happening.

**Q: What is GoodMaps and why is it throughout the museum?**

**A:** GoodMaps is a mobile navigation app, that gives an accessible picture of the surroundings, indoors and outdoors, using speech and Braille output. The positioning technology assists users to come within a few feet of their destination.

**Q: Why High Contrast?**

**A:** Color contrast plays an important role in edge and depth detection and will be used to differentiate furniture or other elements from walls, floors, and/or paths of travel. Contrast also plays an important role in how well people can perceive text. If the contrast is not distinguishable to a person’s contrast sensitivity, then they will not be able to see text. If the contrast within the person's visible range, they will be able to see the text. Examples of high contrast include black on white, or yellow on black. Those colors are easier to see. Colors like red on pink, or grey on black are difficult for some to distinguish.

**Q: Why Tactile Vocabulary and Maps?**

**A:** Individuals who are blind or low vision rely on their sense of touch for pattern perception, just like individuals who are sighted depend on vision. A variety of tactile reliefs and patterns must be strategically employed to surface directional and destination information, hazard warnings, and interpretive information. Such maps shall be developed to communicate directional and destination information as well as any interpretive or donor information located outside.

**Q: Why Service Animal Relief Areas?**

**A:** Relief areas for service animals shall be included. Many of our guests will rely on a dog-guide and there needs to be accommodations for the dog.

**Q: Why Parent/Nursing Rooms?**

**A**: Parent/Nursing Rooms provide privacy for nursing mothers and for individuals to feed children.

**Q: Why Quiet Spaces?**

**A:** Quiet space or a chill-out room will allow visitors who may be overstimulated to take a break for a few minutes before revisiting the museum.

**Q: Why Adult and Baby Changing Tables?**

**A:** All adult changing tables shall fully meet accessibility requirements around clearance, height, and weight tolerances. Adult changing tables are used by individuals with a range of disabilities and medical conditions that require them to receive toileting assistance. Baby changing tables will also be included.

**Q: Why Special Mirrors?**

**A:** Restrooms will include full length or canted mirrors to accommodate all body types. Consider how much of the body is viewed at a standing position and then whether or not someone would be able to view themselves at a seated position.