

Non-Visual Augmented Reality as an Accessibility Tool for People with Visual Impairments

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Singing Highway? Non-Visual Speed limit Alert

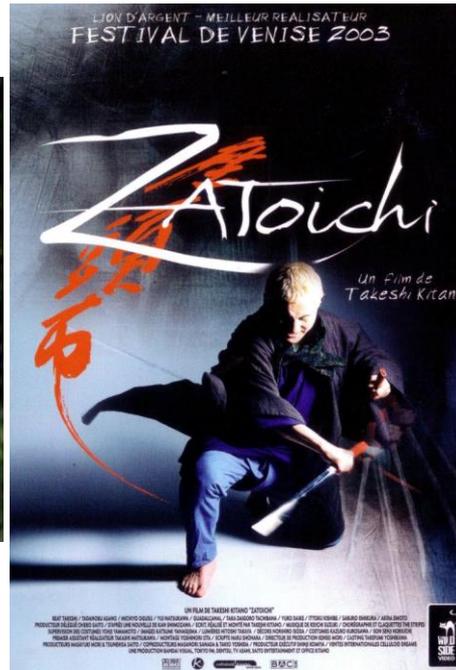
Albuquerque's Singing Highway

"America the Beautiful" plays for those who drive the speed limit

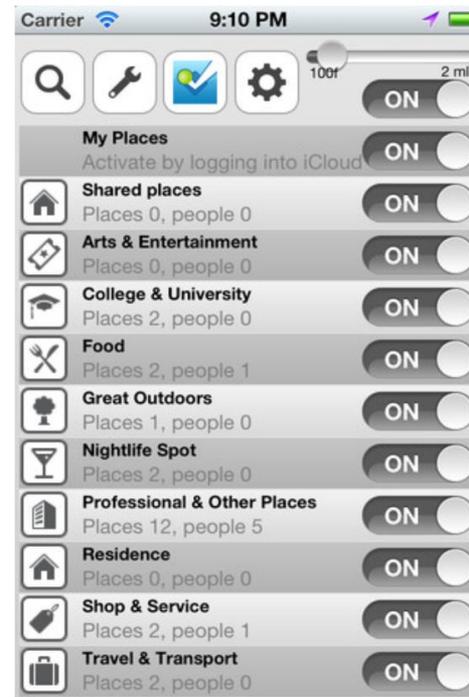
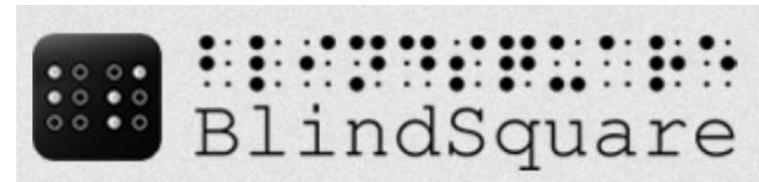


<https://www.hemmings.com/magazine/hmn/2015/03/Albuquerque-s-Singing-Highway/3748211.html>

What blind people can do with non-visual (spatial) information?



From Foursquare to BlindSquare (Accessible Navigation)



Blindsquare uses Foursquare data and Open Street Maps to guide the visually impaired

Non-visual AR

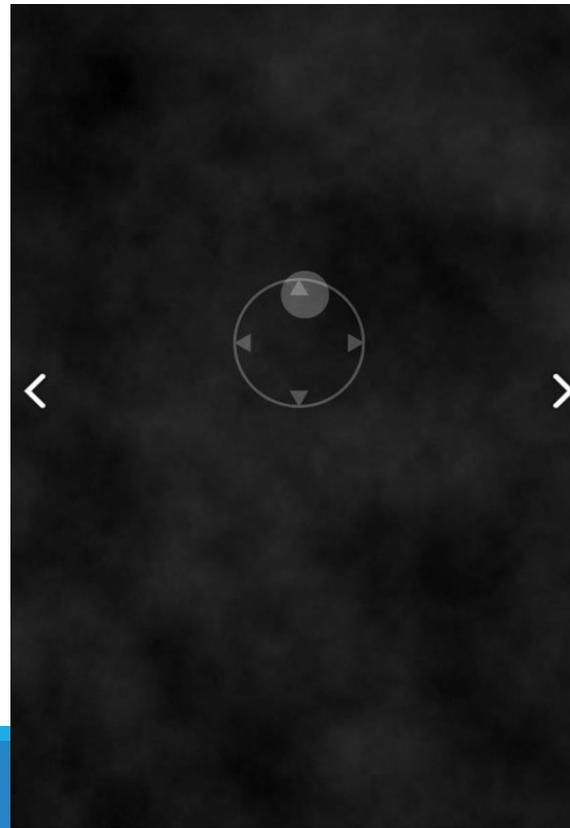
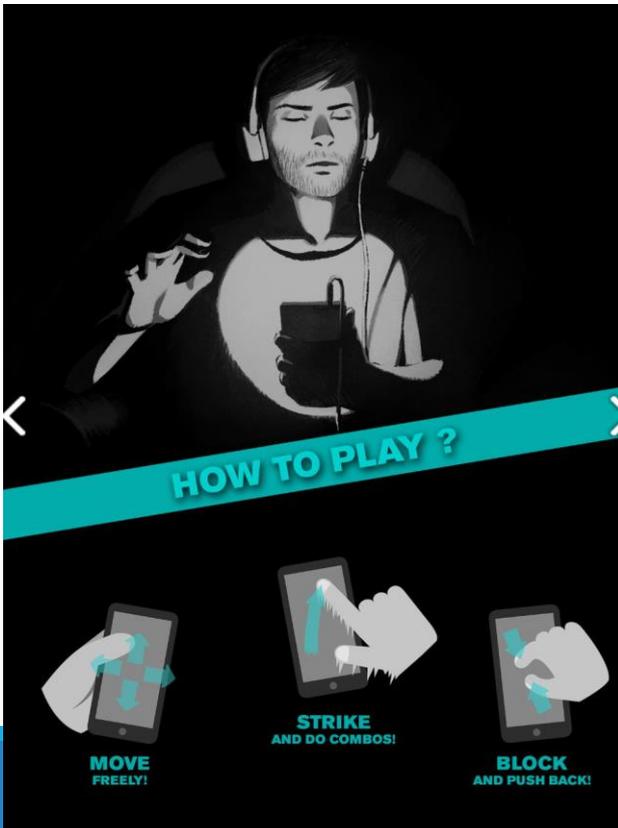
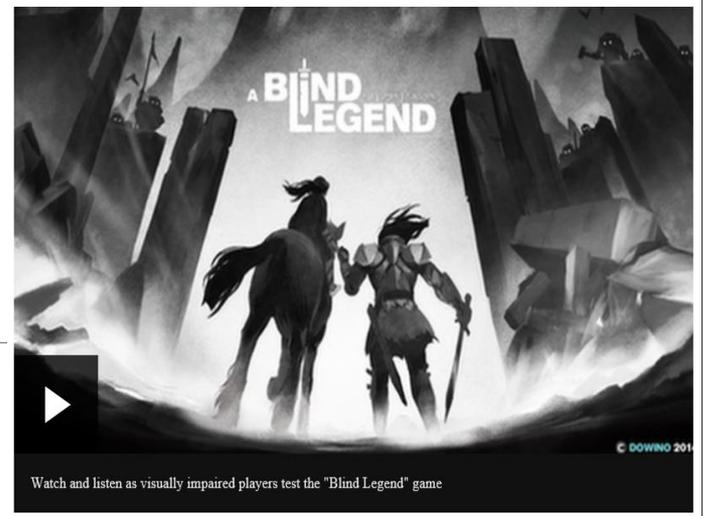
- Augmented Reality system that does not rely or create primarily visual stimulus or images in order to function
- Non-visual augmented reality is anything that adds to the user's environment without requesting attention from the user's vision. Rather, other senses are augmented and stimulated in the system.
- **Haptic, or Touch-Based Augmented Reality**
- **Location (GPS data)-Based Augmented Reality**
- **Audio-Based Augmented Reality**

=> **Towards a Multisensory Augmented Reality (Map)**

http://cyborganthropology.com/Non-Visual_Augmented_Reality

Non-Visual Game

Blind Legend: Audio Game



Why non-visual information?

For Location literacy(Orientation and Mobility) training



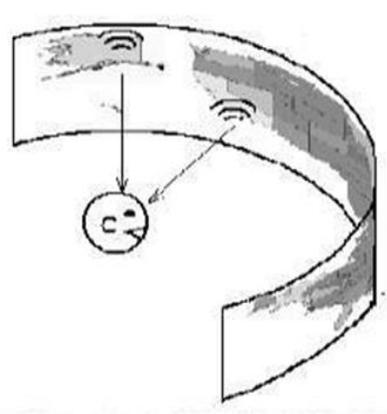
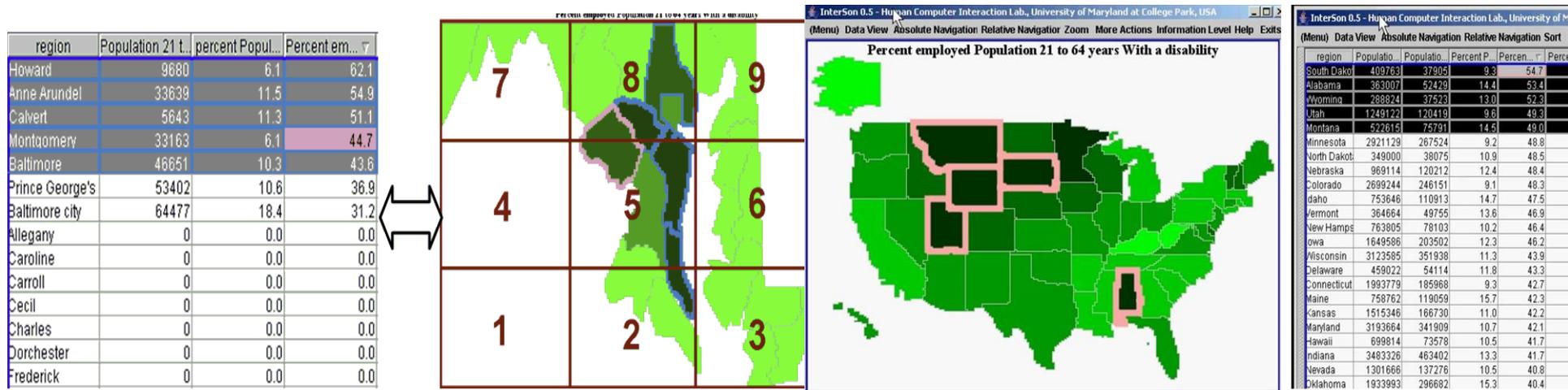
Audio Information



Haptic(Tactile) Information

Accessibility in Graphics(map) -Sound

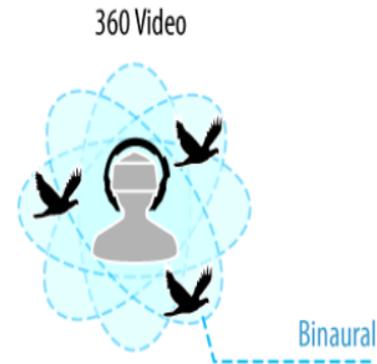
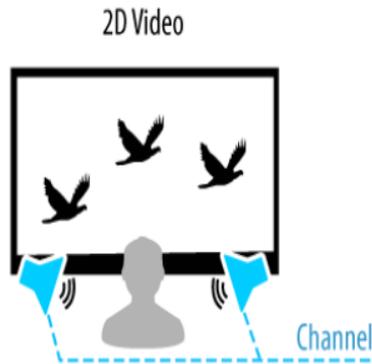
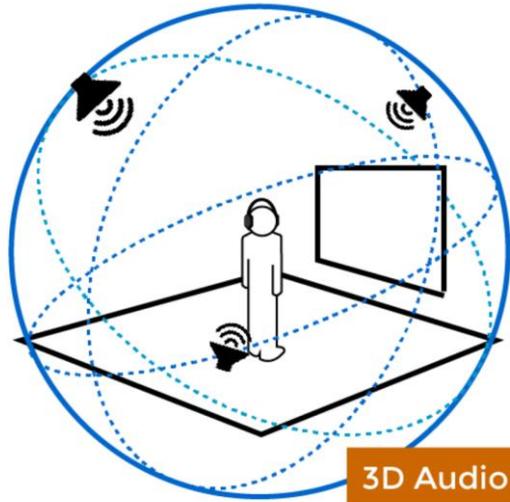
iSonic(Interactive Data Sonification for Blind Users)



Accessibility in Graphics(map) -3D Audio(Binaural audio)



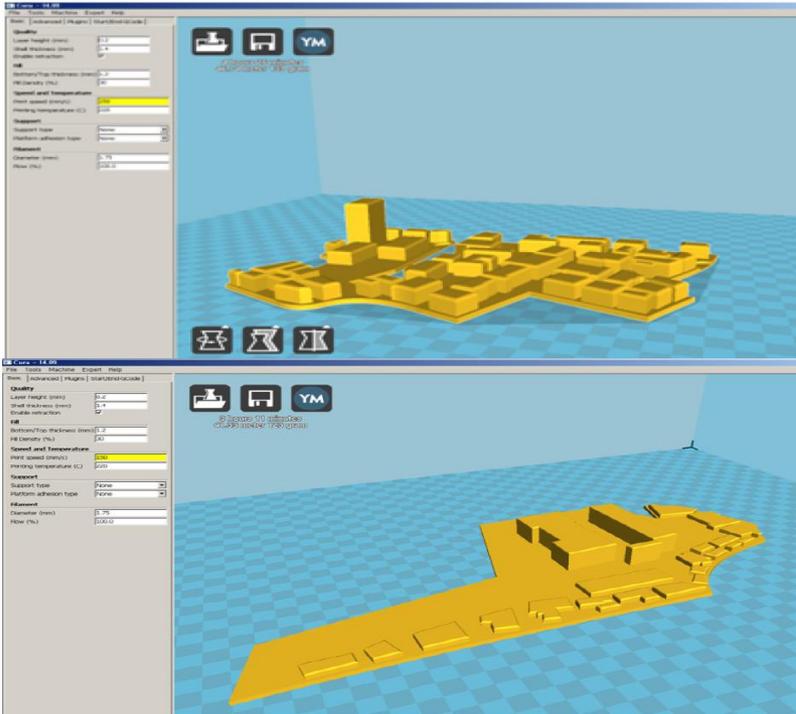
Binaural audio Mic



EVOLUTION OF 3D AUDIO
BINAURAL AUDIO BRINGS IMMERSION

3D Tactile design for Blind people

- Finger map Project(korea)

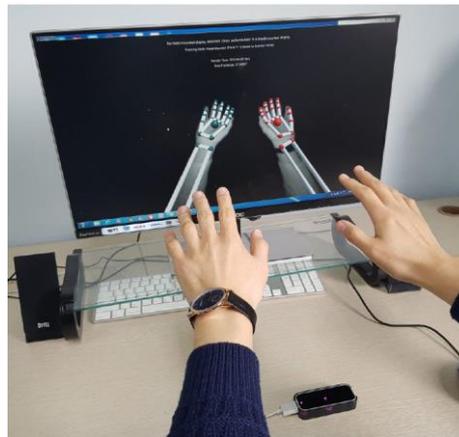


음성 가이드 라인 

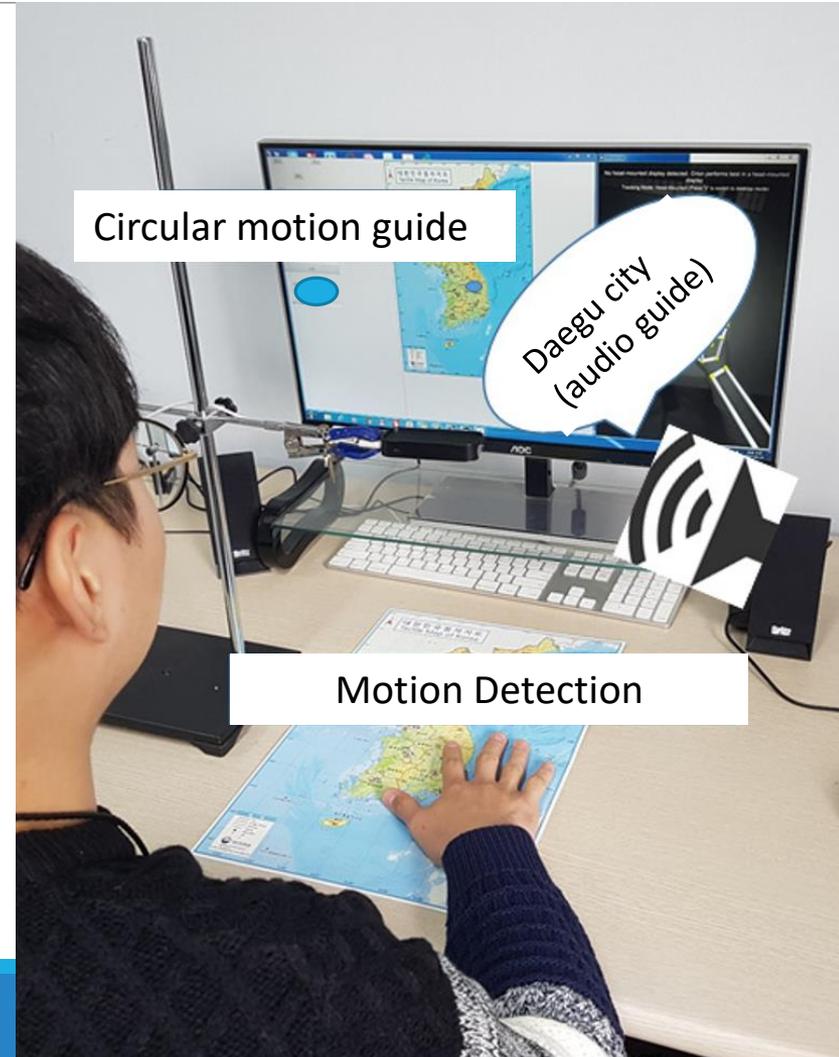
Audio Tactile Map with Motion Detection Device



Tactile Map



Motion Detection Device

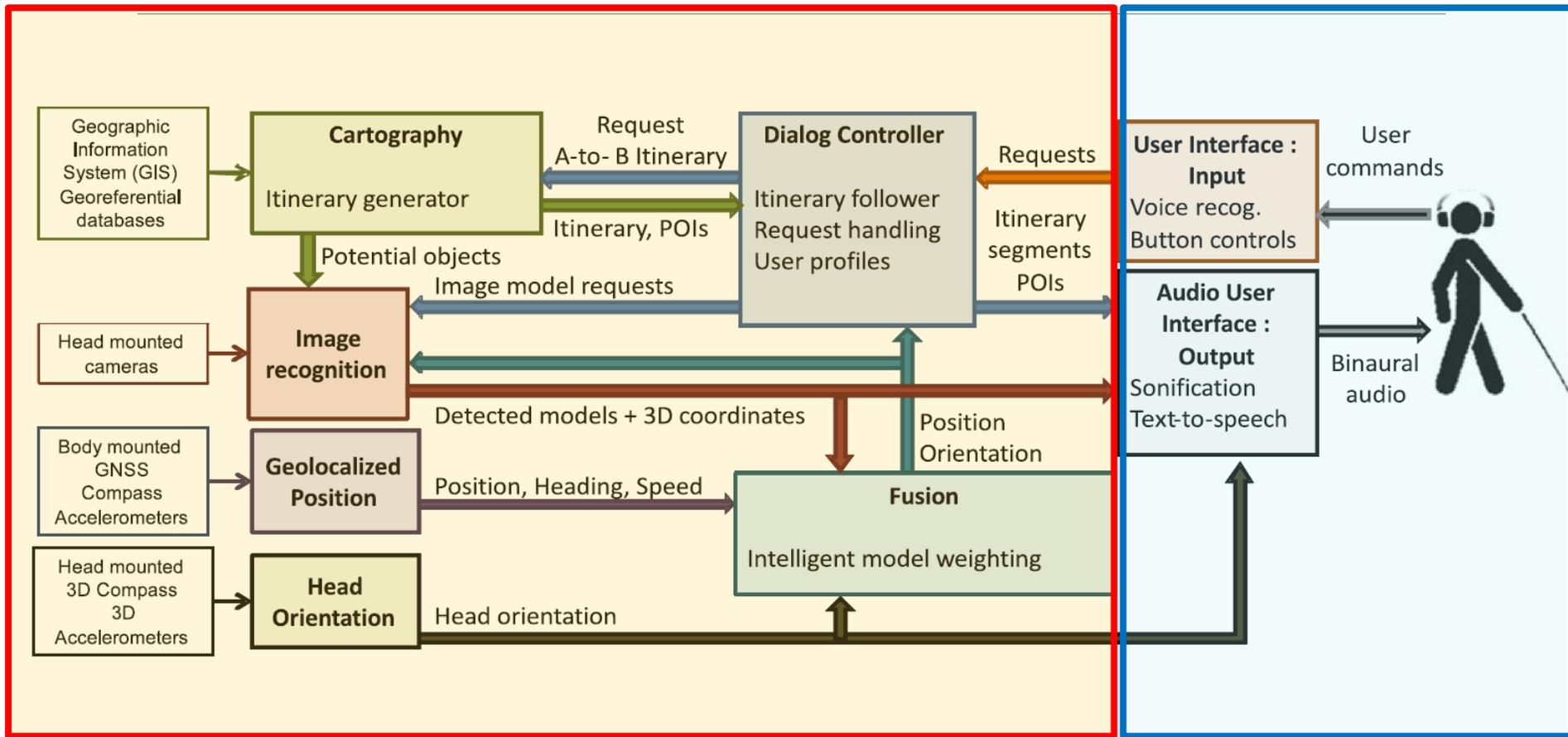


Circular motion guide

Daegu city (audio guide)

Motion Detection

Visual information in Non-visual AR?



Visual Information

Non-Visual Information

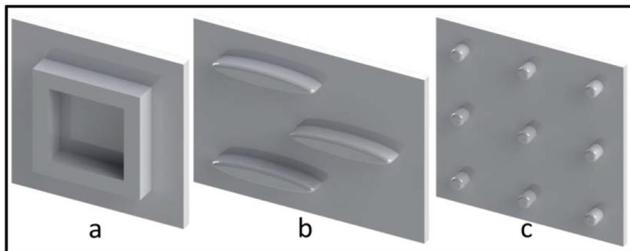
Conclusion: Accessibility for AR and VR

- ◆ Improve Augmented Accessibility

=>Augmented Reality environment accessible to disabled users

- ◆ Universal Design Support for geographical information for visually impaired and all other people

- ◆ Necessity of standardization of Non-Visual AR
(Non-verbal expression such as color symbol)



Color Symbol shapes for:
(a) sky blue, (b) purple and (c) yellow.

Symbol	Colour represented	Symbol	Colour represented
	Red		White
	Blue		Black
	Yellow		Sky Blue
	Green		Light Pink
	Orange		Fuschia
	Purple		Apple Green
	Brown		Grey