





# Interactive tactile representation of street intersections (ANR ActivMAP project)

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# Navigating street intersections for the visually impaired (1) Vital skill to independent journeys with great challenges



Fazzi, D. L. ., & Barlow, J. M. (2017).

Which direction / street am I facing?
Where is the curb / street / crossing?
How many lanes? Which direction?
Traffic lights control?
When do I know I reach the other side?

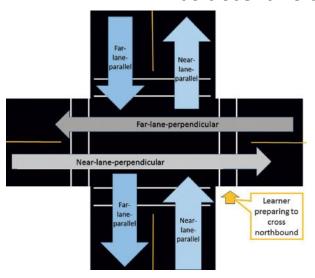
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# Navigating street intersections for the visually impaired (1)

#### Vital skill to independent journeys with great challenges



#### Basic scenario as in instructions





Fazzi, D. L.., & Barlow, J. M. (2017).

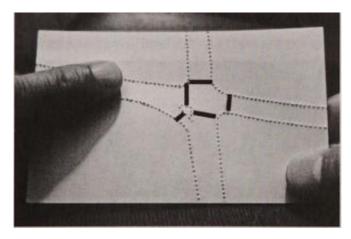
Which direction / street am I facing? Where is the curb / street / crossing? How many lanes? Which direction? Traffic lights control? When do I know I reach the other side?



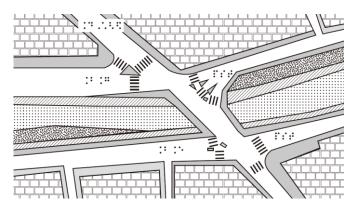
while the city can be very complicated ...

# Navigating street intersections for the visually impaired (2)

#### Maps as support for teaching and real journeys

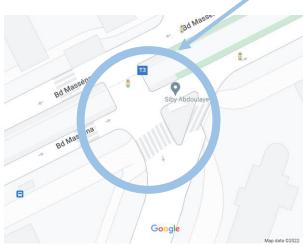


simple handmade map for simple crossing (5min) (Wiener et al., 2010)

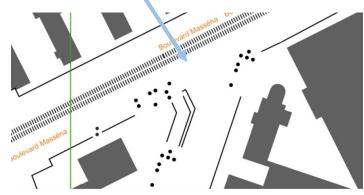


detailed handmade map for complex crossing (1h+)





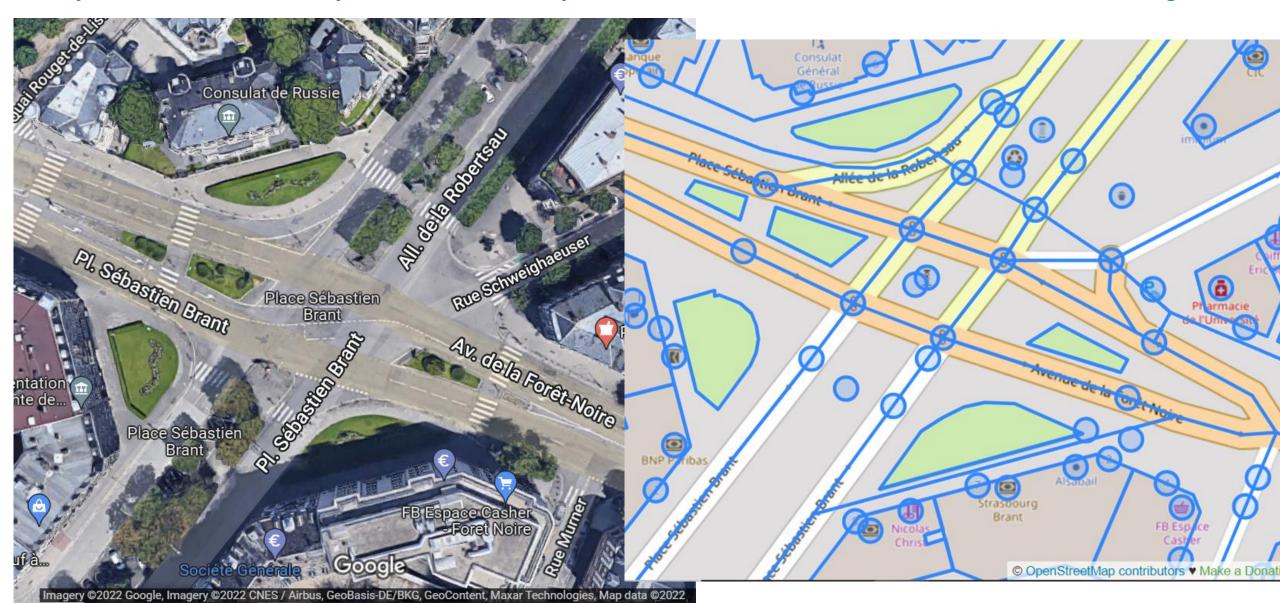
Latest (2022!) for some cities on Google: only visual so far, and not open.



automatically generated (paper) maps aiming at neighborhood level: missing important information mapy.cz (Červenka et al. 2016)

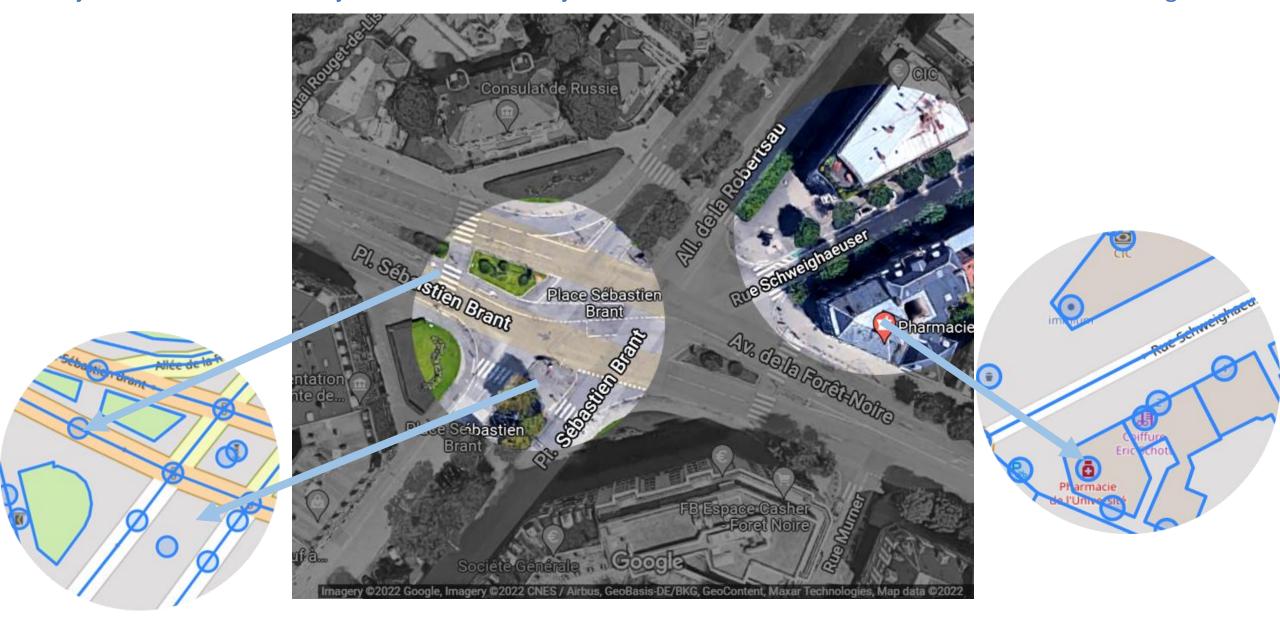
# From OpenStreetMap to semi-automated tactile mapping (1)

Objects on the street vs object in the data vs objects needed for intersection familiarization and crossing

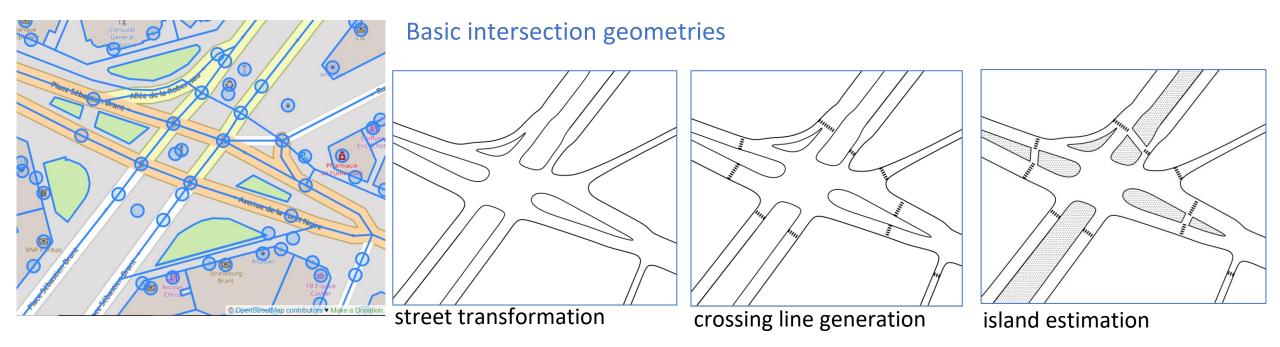


# From OpenStreetMap to semi-automated tactile mapping (1)

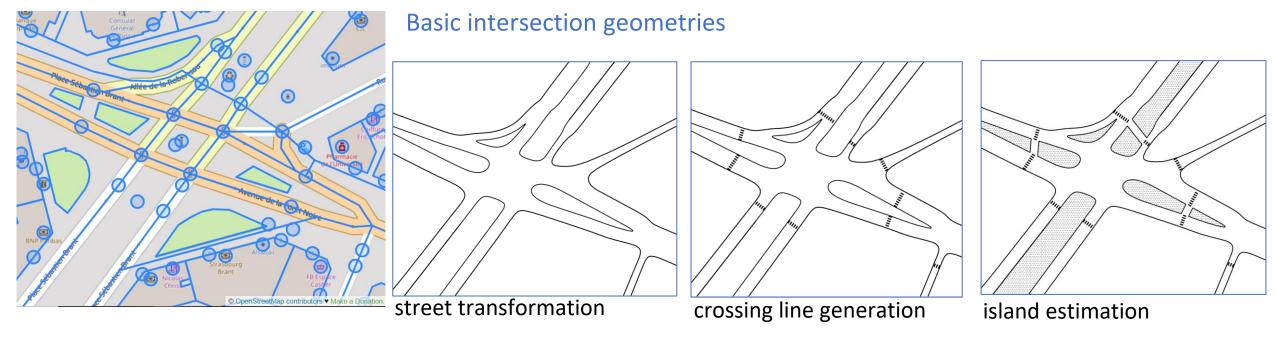
Objects on the street vs object in the data vs objects needed for intersection familiarization and crossing



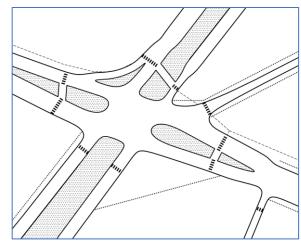
# From OpenStreetMap to semi-automated tactile mapping (2)



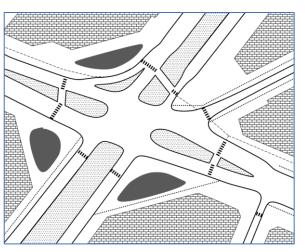
# From OpenStreetMap to semi-automated tactile mapping (2)



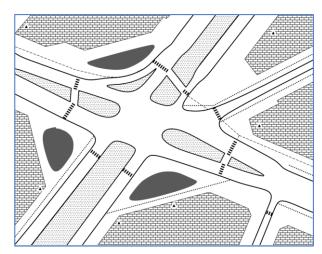
#### Additional information (depending on availability and usage)



cycleway and footway



road-side patches generalization

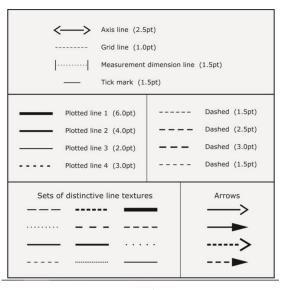


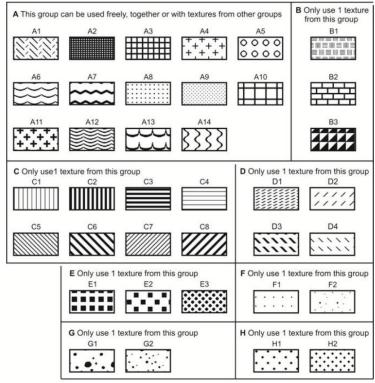
POI overlay

+ more object classes *if data* supports...

# Styling: exploration with rules and preferences

#### Tactile graphic guidelines as theory





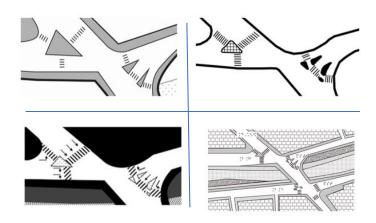


Braille Authority of North America (2010)

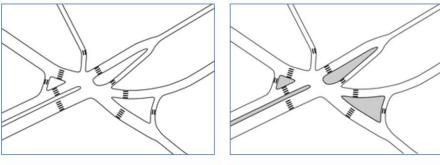
(Individual) User perception and preference

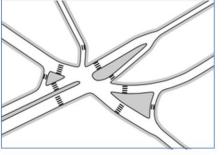


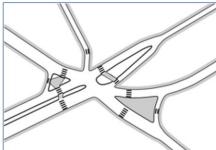
#### Tactile professionals at work



#### Pipeline that technically supports various styling



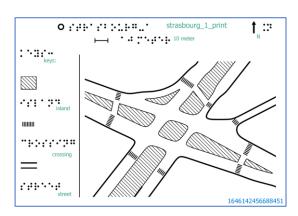






## Making (physical) prints: size probably matters





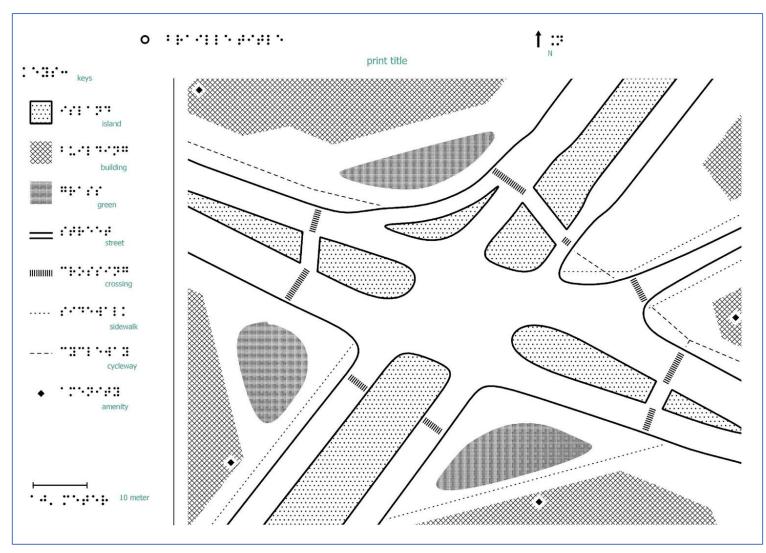
A5, 1:1000 -> tablet

A larger size can bring, Changes in graphics

- Larger scale
- More space -> more objects, more details, less clutter?

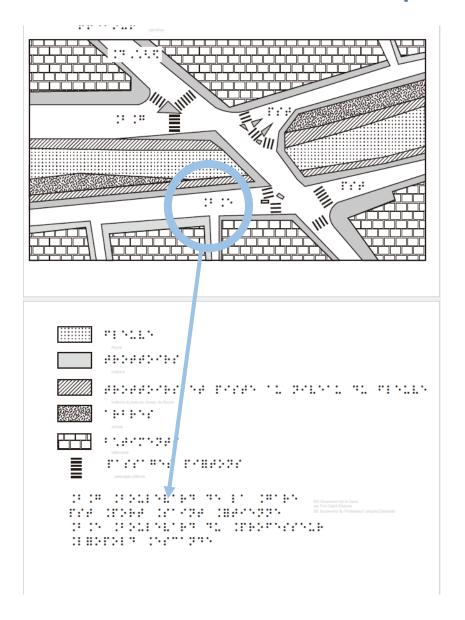
#### Changes in usage

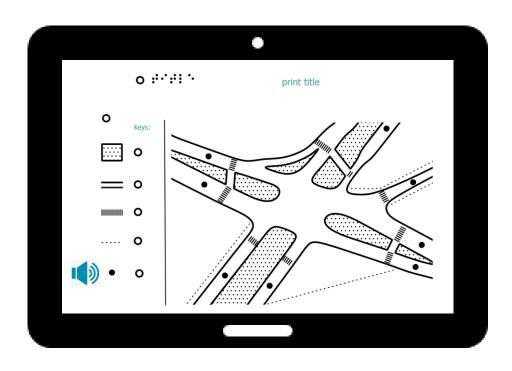
- Different use case (e.g. portable vs fixed)
- Different reading / exploration strategy?



A3, 1:500 (image shrunk)

# Interactions: so little space with so much to say





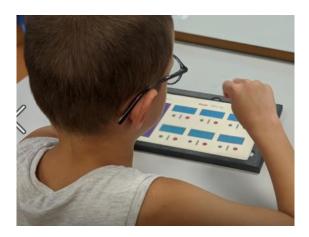






feelobject.fr

# On-going: ActivMAP proof-of-concepts 2021-2022



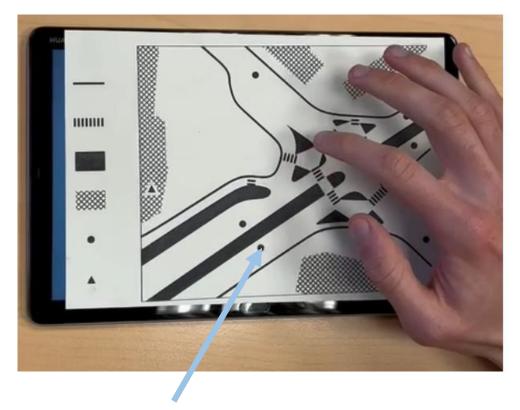
Regular tablet with interactive reader DERi (IRIT)



+ (swell paper) tactile prints



#### Clickable map elements



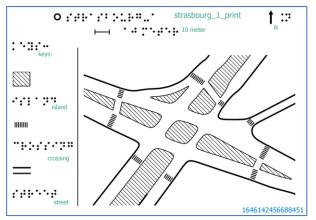
"La branche N°3 est composée de 3 voies de circulation entrantes...."

"Le passage piéton est protégé par un feu..."
"Il y a des bandes d'éveil de vigilance.."

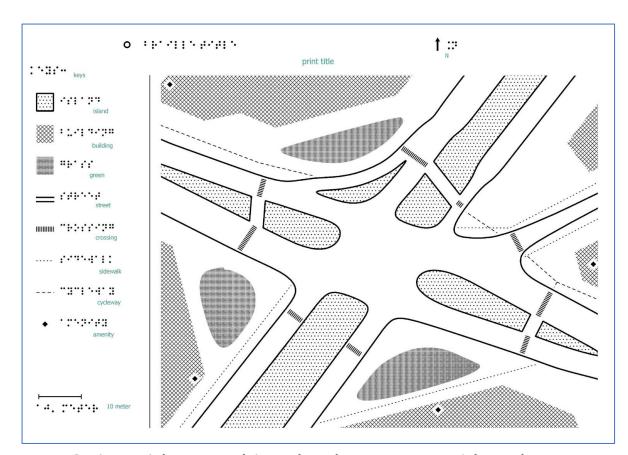
## On-going: initial evaluations for the mapping pipeline

#### With tactile document makers & mobility instructors

- are the maps "ok"?(size, geometry, style options, supplementary elements...)
- (when) are the provided additional objects useful?



-> A5 size that *only* hosts 3 basic objects: enough for a basic task?



-> A3 size with everything the data can provide: when and what is (not) useful?

what (object, style, element etc.) is missing? (then how can I accommodate that?)







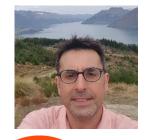
## Thanks for your attention!

For more information: https://activmap.limos.fr/













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#### References

- Brock, A. M., Truillet, P., Oriola, B., Picard, D., & Jouffrais, C. (2015). Interactivity Improves Usability of Geographic Maps for Visually Impaired People. *Human-Computer Interaction*, 30(2), 156–194. <a href="https://doi.org/10.1080/07370024.2014.924412">https://doi.org/10.1080/07370024.2014.924412</a>
- Fazzi, D. L. ., & Barlow, J. M. (2017). Orientation and mobility techniques: a guide for the practitioner. In *Assistive Technology for Blindness and Low Vision* (Second edi). ABS Press. <a href="https://doi.org/10.4324/9781003003175-4">https://doi.org/10.4324/9781003003175-4</a>
- The Braille Authority of North America (2010). Guidelines and Standards for Tactile Graphics
- The N.S.W. Tactile and Bold Print Mapping Committee. (2006). A guide for the production of tactile and bold print maps (3rd ed.). Vision Australia.
- Wiener, W. R., Welsh, R. L., & Blasch, B. B. (2010). Foundations of Orientation and Mobility, Volume II, Instructional Strategies and Practical Applications (Third Edit). American Foundation for the Blind.