

# CHAT @Distrupt: Assistive Technology in Art

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Poll results

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## Share some examples of using Assistive Technology in the arts!

(1/4)

0 2 3

- I use the zoom platform together with tactile packs posted in advance to enable visually impaired participants to connect with Seen - Unseen events taking place in galleries in Ireland
- At helping people be the centre of their own experience
- Grid software that allows alternative inputs such as switch access and eyegaze to navigate various apps that enable art and music
- Embedded audio description into the script
- Listening together - Dolby surround sound in live performance
- Using eye gaze to speak and create
- Speech to text function during shows
- Children who can't physically write using technology to makee creative writing pieces.
- Live translation/ adaptation of Live dialogue to other formats. Haptic mapping of frequency to dedicated vibration patterns
- Virtual walk through of

## Share some examples of using Assistive Technology in the arts!

(2/4)

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- venues and spaces for artists, crew AND audiences in advance of tech/rehearsals/performances
- Art with accessibility built in (not added on as an afterthought) always makes for a far more elevated experience. Living Fiction by StopGap dance company was incredible BECAUSE of its AT integration
- Bespoke responses, listening together, real presence
- Audio description Captioning Speech to Text Online readers
- Audio files on Sound Cloud
- WhatsApp voice memos
- electronic music has great potential for creative use of AT as multimodal input and output are often part of the performance
- Stopgap Dance Company in the UK
- Connecting AAC devices to drawing apps
- Exploring the Harpeiji instrument as an accessible instrument for a musician with an acquired hand injury.
- What's App SHX service

## Share some examples of using Assistive Technology in the arts!

0 2 3

(3/4)

- Zoom Tablets, smart phones and laptops Sound booth
- Sarah Ezekiel - eyegaze artist
- Stop gap at Project Arts Centre
- I love Assistive Technology, it helps me with musical theatre
- Open captions built in QLab for theatrical productions
- Reading text captions on TV/films
- Opera regularly uses live captions and I wish all theatre had it available in some way!
- Ear pieces and a prompter trained in prompting to allow actors recall during a show!
- Lost voice guy is a UK based comedian who uses AAC
- Using AAC to write stories and share stories
- Drake Music NI tutor for 12 years adapting and exploring and evaluating popular technologies as assistive devices for making music. Developing an online app called Musica11y.net that can be used in 2d and 3d space.
- Eyegaze where using eye focus triggers sound or language or words
- Using blender to create

## Share some examples of using Assistive Technology in the arts!

(4/4)

0 2 3

trans binary avatars.

- Minds Eye on Grid3 AI art
- AirPods 2 for direction

## What challenges do artists and disability organisations face in working together to use/implement Assistive Technology?

(1/4)

- The arts community is used to working on such short timeliness and turnarounds
- Do some people involved in various arts see technology and by extension assistive technology as a negative development in their field?
- Some organisers/venue liasons actively against helping when you ask how they make your event accessible, hoping you'll forget about it until it's too late
- Transport
- Lack of awareness of what is required, how to start the process
- Future proofing and finding best supports
- Building a community of role models that inspire others in their creativity
- The fear of getting it wrong, instead of just trying
- Knowing what is available
- Bespoke solutions have high development costs with unclear

## What challenges do artists and disability organisations face in working together to use/implement Assistive Technology?

(2/4)

paths for broadening experience, evaluation and technology dissemination.

- Taking the time for shared understanding and common language around AT
- The challenges for disability organizations in working together that the connections do not really exist
- Lack of meaningful community outreach and engagement- it takes time to build

a community and to combat the assumed compliance in institutionalised communities and encourage feedback, critical engagement etc. It goes both ways - arts organisations and disability organisations need to reach to each other together

- Arts organisation need to invest in their own assistive technologies rather than expecting arts and disability or disability organisation to provide them.

## What challenges do artists and disability organisations face in working together to use/implement Assistive Technology?

(3/4)

- Not enough practitioners offering the services in Ireland so difficult to book when there IS funding
- Understanding how AT can be integrated for collaboration communication and creativity maybe needs trading on both sides
- Lack of access to AT professionals/information
- Technical expertises, abandonment, procurement
- Funding is an issue
- Funding for co design and access so everyone gets paid fairly
- Physical access to technology for example mounting solutions
- Bringing the right people together
- Prioritising product over process
- Awareness and understanding in general population
- Siloed reductive funding models that instrumentalising live organic arts
- Knowledge and resources
- Lack of information on what tech is available

## What challenges do artists and disability organisations face in working together to use/implement Assistive Technology?

(4/4)

- Longer times frames so all aspect of the project can be co designed meaningfully
- Upskilling in new technologies. Access to appropriate devices and training
- Funding is the most difficult thing - apps run on subscription services and devices are expensive
- Funding
- Short timelines limit everything

## What supports can help, artists, organisations and audiences use Assistive Technology to create accessible art?

0 1 1

(1/2)

- Adequate funding is always an issue
- Opportunities to come together with key stakeholders and funders and input into programmes rather than being dictated to- would Social presenting theatre/ theatre for oppressed support an inquiry? Getting the right people I. The room
- Training resources. People need to know about the availability of technology and how it can be used creativity
- Opportunities to come together, to see what's out there in terms of AT, events like today for example, to remove some of the fear of the unknown around AT and 'specialist' solutions
- Culture change within the educational and service providers to look at the arts and acces as a right and be open to change.
- Universally designing tech and systems to

## What supports can help, artists, organisations and audiences use Assistive Technology to create accessible art?

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(2/2)

provide the widest level of engagement

- Accessible Transportation
- Bromate: doing what you can with what you have needs to be part of a funding model- funding needs to focus on more than the tech!!!
- Removing universal design as the ceiling for accessibility. Access should be specific and (excitingly) access can be CREATIVE!
- Forums for Sharing expertise & ideas,

equipment Funding for capital equipment

- Festival organisers/venue managers offering a menu/package as default to everyone programmed, leading on their end
- Meeting opportunities
- Getting past funders preconceptions of what it should look like
- All crew and cast to buy in that access is priority number one