

BIOSENSORS, ART and DESIGNED for EVERYONE



■ INTRODUCTION

ABSTRACT

This interdisciplinary research project aims to advance the field of **universal accessibility in experimental contemporary artistic settings**, emphasizing multisensory experiences. Utilizing a phased methodology including literature review, sensory element analysis, and user experience evaluation, the project will identify best practices for creating universally accessible artistic exhibitions.

HYPOTHESIS

BioArt is a **multisensory artistic project** that is being designed considering the accessibility deaf visitors so they can fully experience it

OBJETIVES

1. Provide a **contemporary artistic experience** accessible for deaf visitors
2. Include **alternative sensorial information** in **non-conventional accessibility channels**.

■ RESEARCH

MULTISENSORY CONTEMPORARY ART

BioArt aims to blur the boundaries of the conventional concert hall and exhibition room by creating **experimental visual and sound works** based on the study and analysis of **movement patterns** in individuals suffering from either temporary or permanent disabilities, such as **Parkinson's disease tremors or spinal cord injuries**. The elements that shape the experience includes:

- A soundscape that can be enjoyed through the room
- A short film of a young tattooed woman with parkinson
- Honeycomb smell exhibitions.

SOUNDSCAPE

The soundscape that can be appreciated in the room will be supported with **geolocalized vibrating backpacks** to experience the contemporary musical composition.

THE SHORT FILM

The goal of captions is to convey the **feelings of the sound composition**, so traditional captions for the deaf won't be considered for this audiovisual material.

THE EXHIBITION

An **introduction** before accessing the room will be provided in Spanish Sign Language, oral Spanish and written Spanish format. It will be **accessible through a screen** placed next to the entrance and it will also be available on the visitor's device through a **QR code**.



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■ CONCLUSION

- Contemporary art can provide **fully accessible experiences** for deaf visitors, even if **sound is a key concept** in the experience.
- **New approaches and accessibility solutions** have to be considered to translate the sound experience through other channels.
- The inclusion of **sign language users** has to be considered since the beginning.

NOTES

David Escalona is an artist and professor with disability of the University of Granada. He has specialized in visual metaphors. He holds a Doctorate in Arts from the University of Granada, and his time as a medical student at the University of Málaga greatly influenced his work: some of the themes he addresses include the body, fragility, and illness.

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