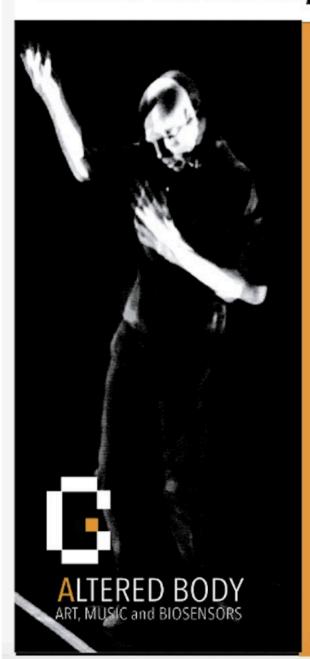
# BIOSENSORS, ART and DESIGNED for EVERYONE



# 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**

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

## RESEARCH

# MULTISENSORY CONTEMPO-RARY 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.

# mors or spinal cord injuries. The elements that shape the ex-

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

perience includes:

## 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.





## 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.

## **ACKNOWLEDGEMENTS**

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