

# Seeing Through Touch

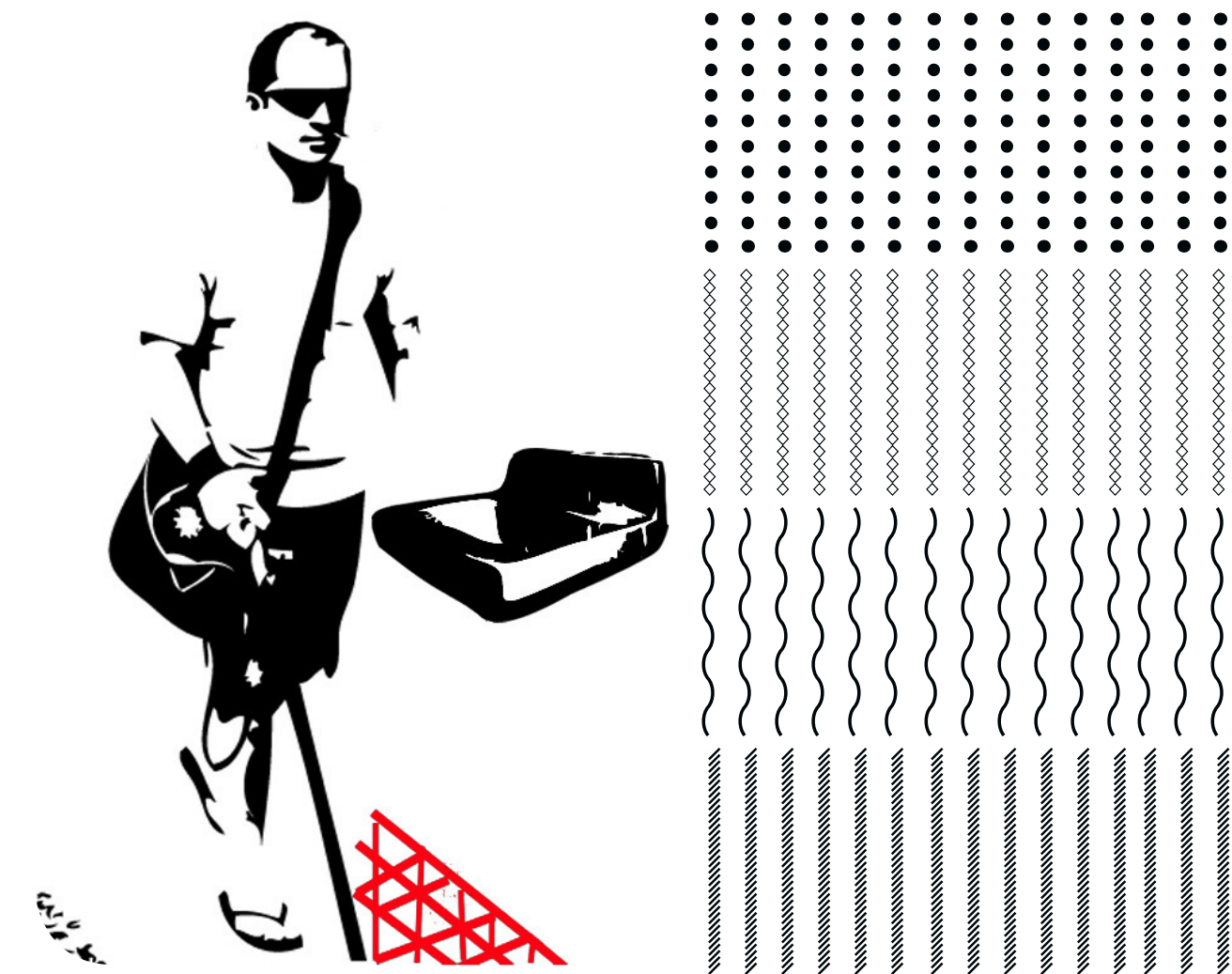
## Problem

- The blind have a difficult time locating essential items in public restrooms.



## Design Objective

- Design a tactile floor pattern to assist the blind in navigating about a public restroom.



## Interview, Observation & Research



### Project Assistant

- This is **Svetlana**, a blind student at the University of Oregon. Svetlana was generous enough to take time out of her busy schedule to help us understand challenges that the blind encounter in public restrooms.

### Things to Consider

- Closely spaced bumps.
- Bumps should come out slightly further than actual object.
- Material that reacts well with her cane.

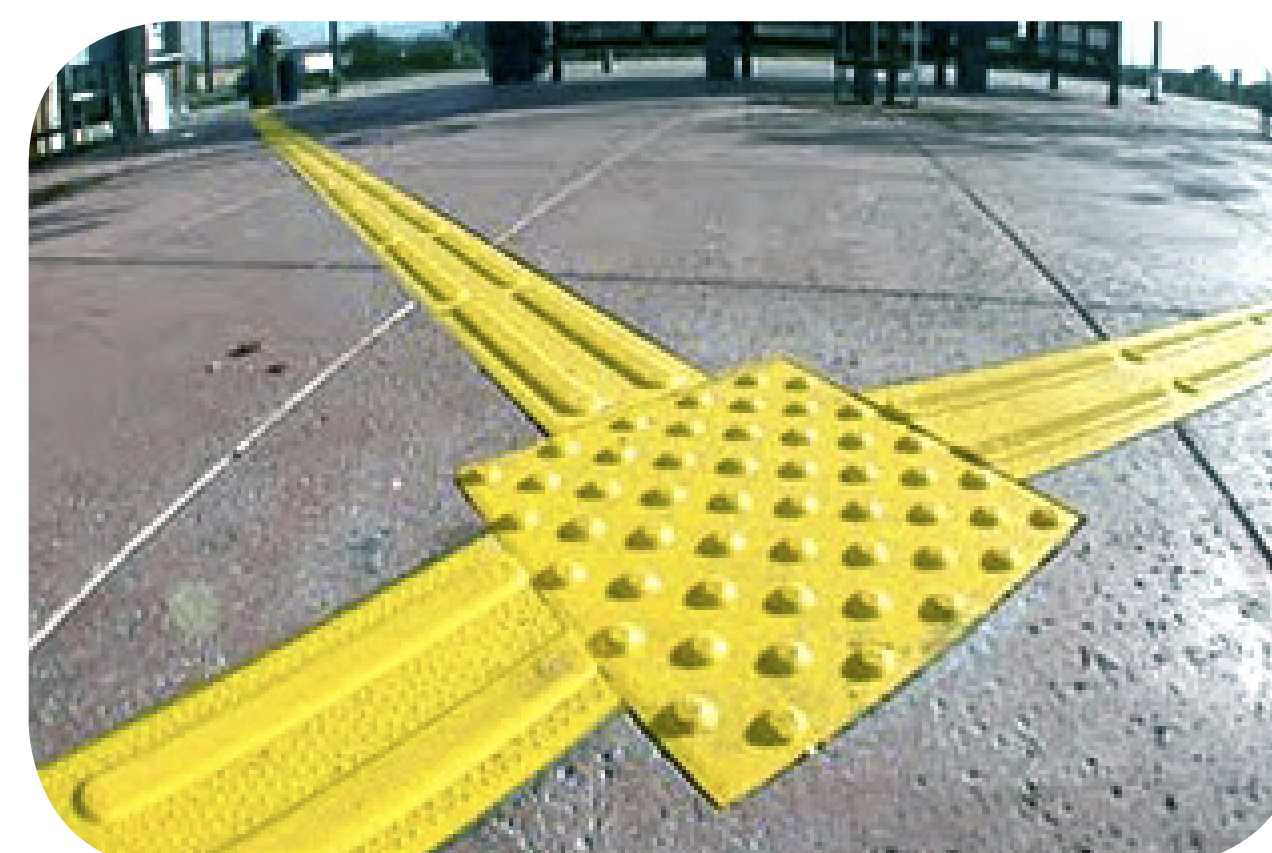
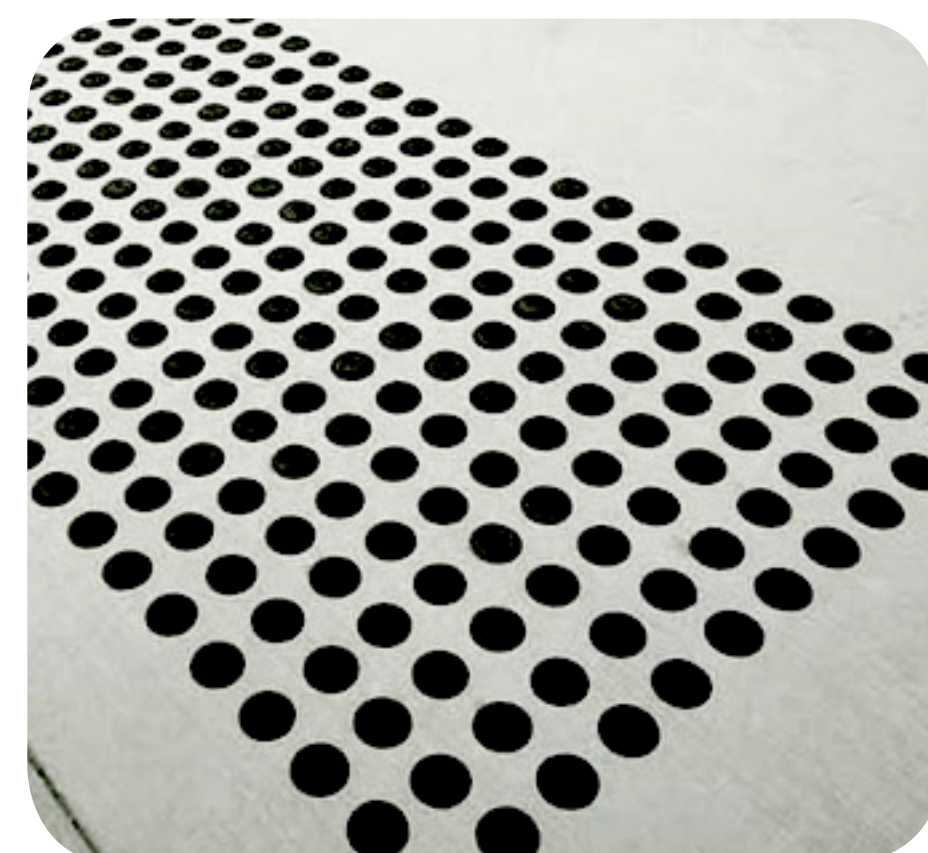
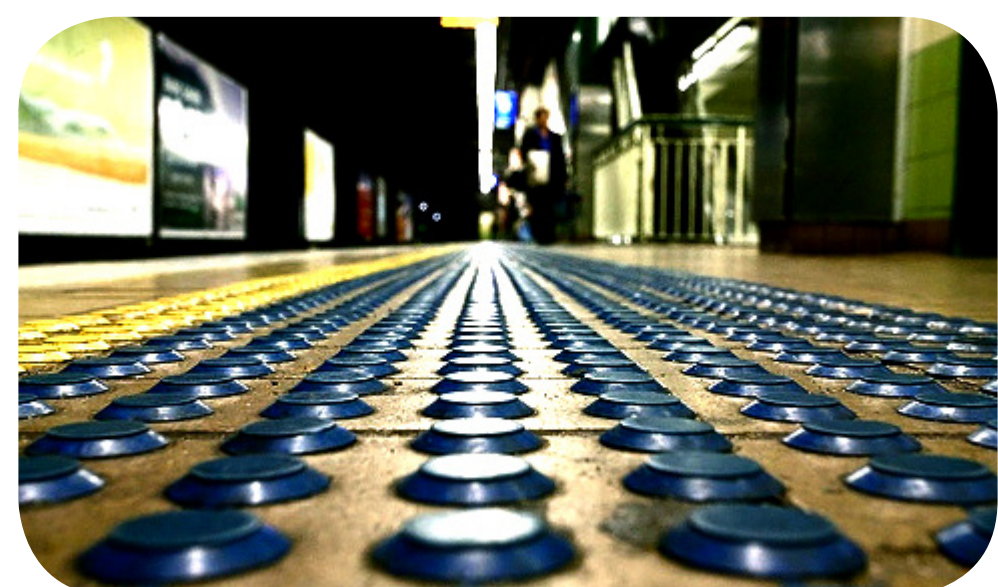
### Things to Avoid

- Tiles stretching out into walkways.
- Complicated patterns.
- Unidirectional bumps.

### Conclusion

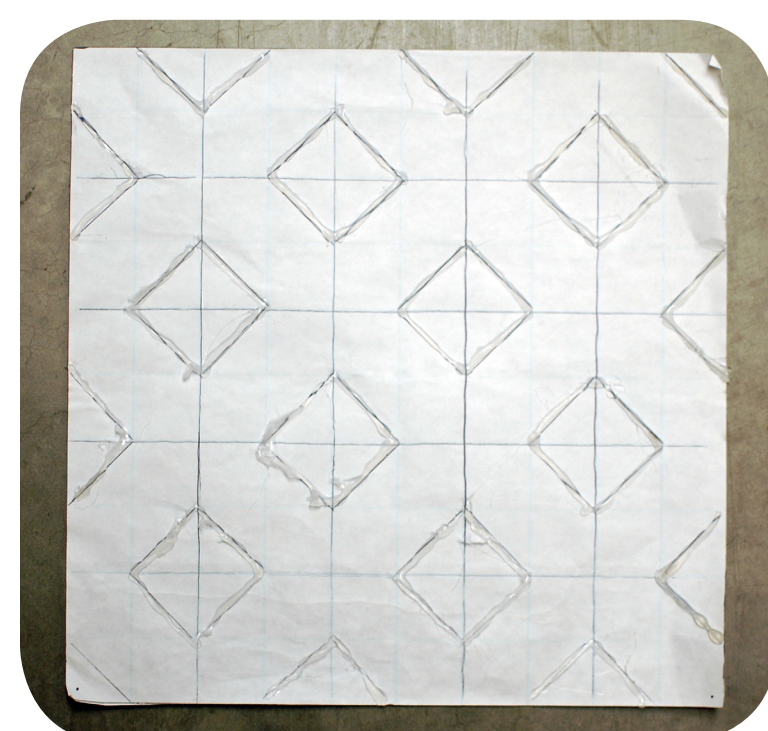
- After meeting with Svetlana, our group determined that we should focus on creating a simple tile design that speaks to the language of the restroom.

## Precedent Study



## Prototyping

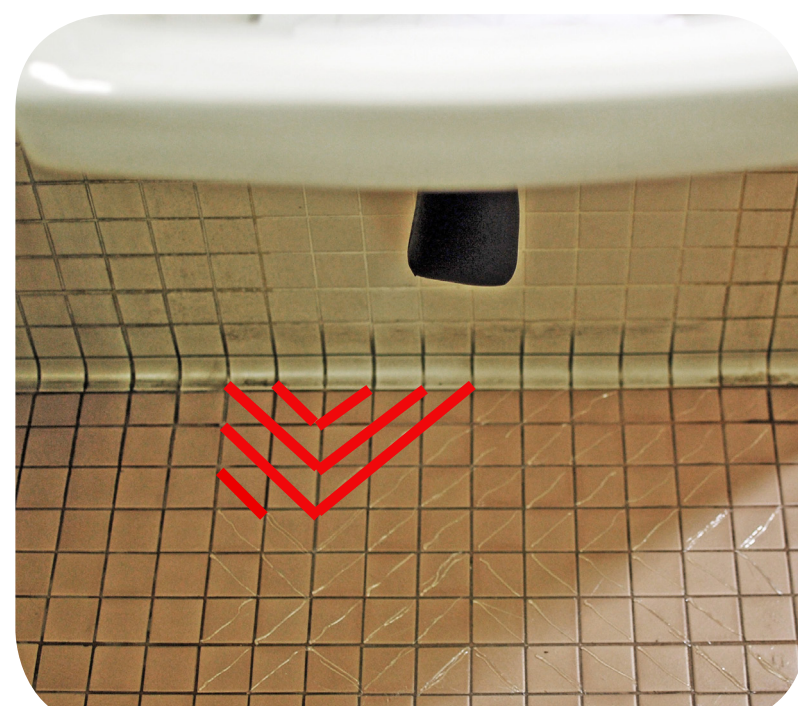
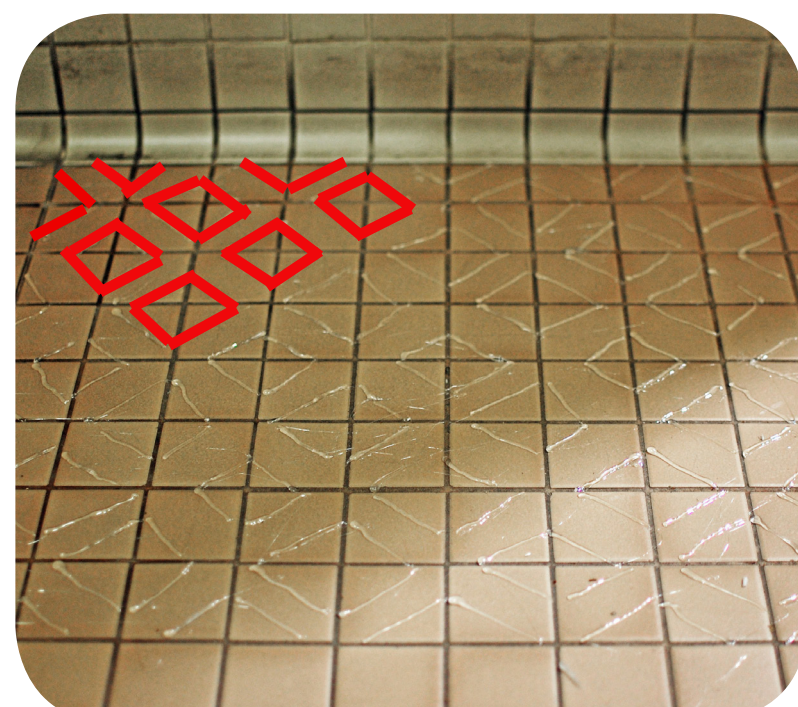
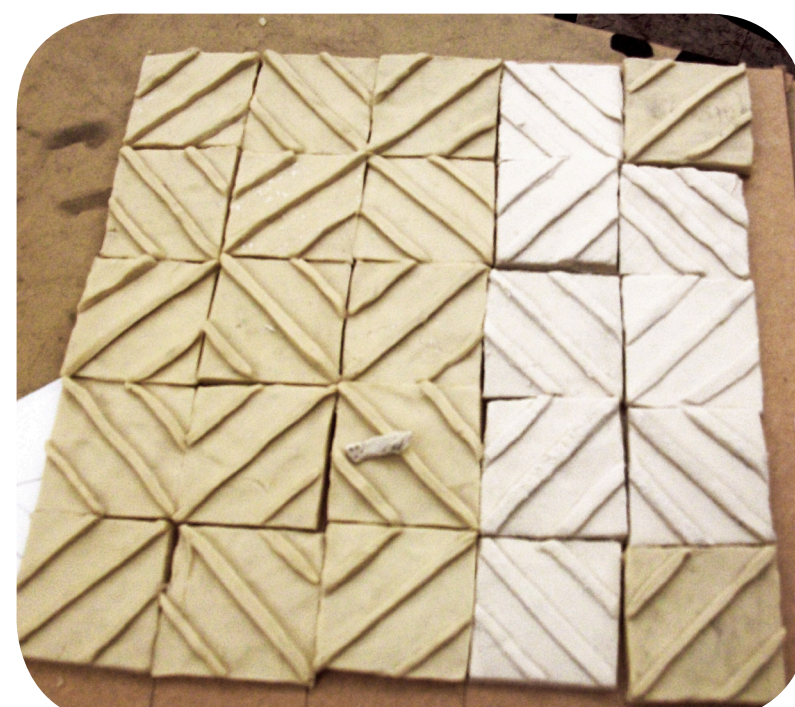
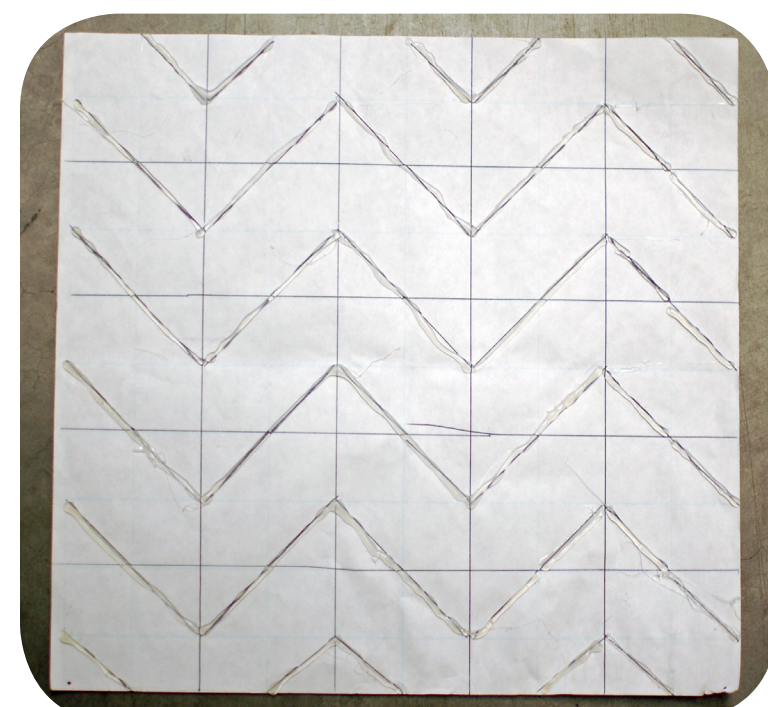
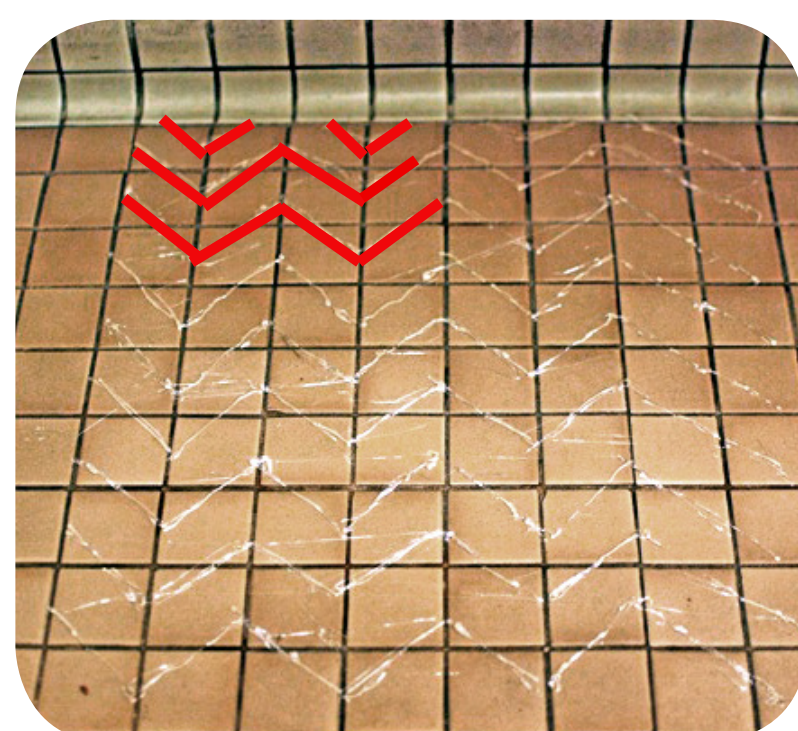
- Paper



- Clay



- Glue



## Final Design

- Tactile restroom floor tiles.



- Located directly under raised objects to create "shadow".



- Fit into existing tile space.



- Alerts user before they reach the object.

