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WHO IS THE WORLD BUILT FOR?

and who built the world?

Did they give the right people a seat at the table? Most objects in our built environment that were created for the deaf, blind, and perceptually challenged communities were created without their consultation.

Sighted people cannot create without the experience of the unsighted, and hearing people cannot create without the experience of the non-hearing.

InclusCity collected the thoughts of the deaf, blind and perceptually challenged individuals in the Milwaukee community to see what they want to change in their urban environment.

The following is a catalog of their solutions.

Prologue

About Prologue

Prologue is a circular bench that was created to optimize conversation circles for signers in the deaf community. Deaf individuals and signers rely on space and eye contact in order to faciliate a successful conversation.

Prologue is a literary term that has a connotation of an entrance or a gateway into a narrative which is what the user experiences.

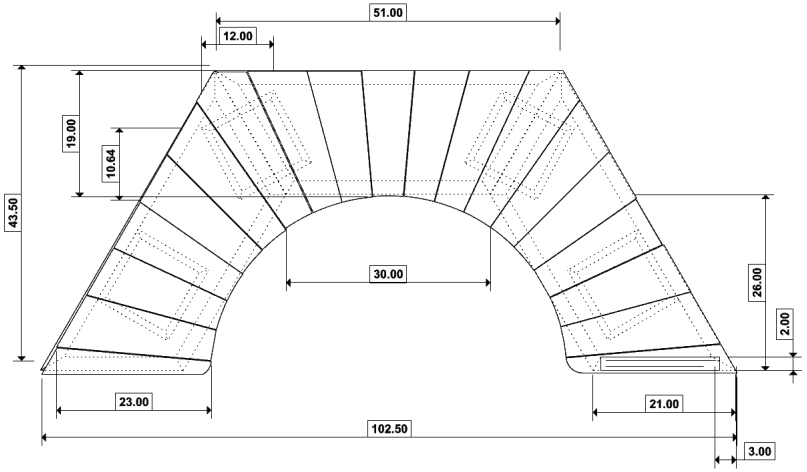
- **Open space**
- **Circular design**
- **Easy eye contact**

Up Close

Prologue's half circular shape is better configured for conversation circles between signers.

Prologue features Braille signage to inform blind individuals what the bench is for and who made the bench.

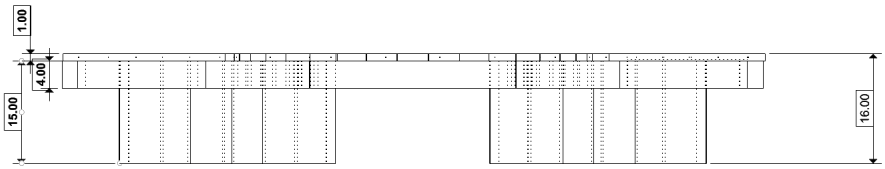
Top



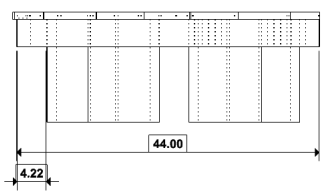
Perspective

Front

Use these measurements to build your own Prologue to scale



Right



Peck School of the Arts

PROJECT: Prologue: Curved Community Bench

SCALE: 8:1

NAME: InclusCity

DATE: 05/05/2022

INSTRUCTORS: Amy Decker & Wes Larsen

DRAWING: 1/1

UNITS: Inches

CLASS: ART 529-801: Design + Visual Communication III

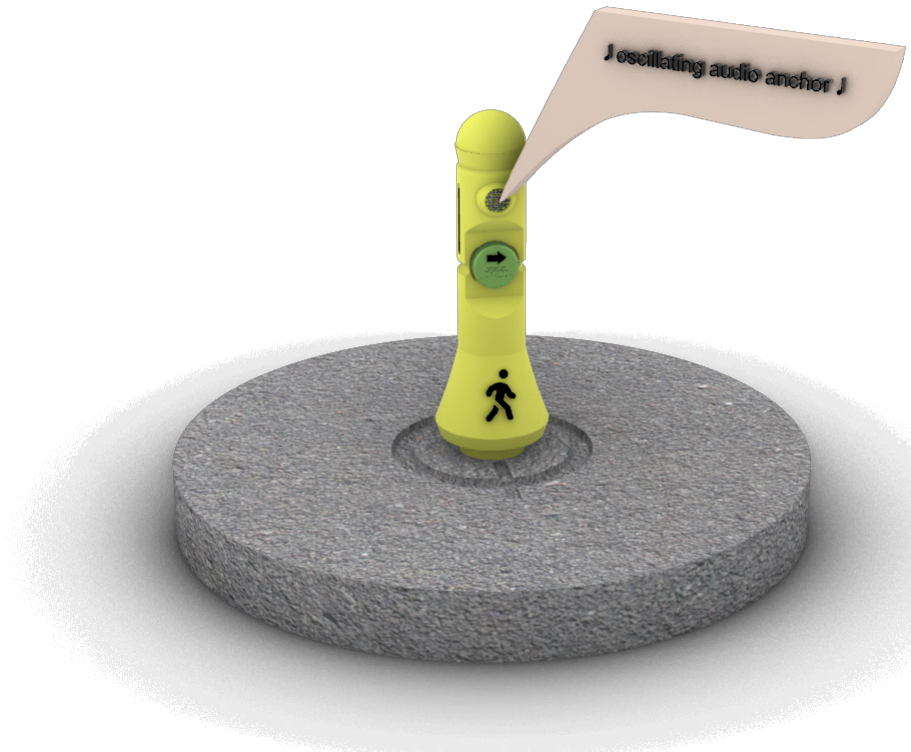
Kin

About Kin

Kin offers a Braille post as a method of wayfinding, as well as detailing information about the surroundings (i.e. if the area has a five point intersection) as well as indentations in the space to orientate the user to the button. Kin also has audio signwaves that oscillate noise to make a spatial map.

As kin or offspring calls for their relations and waits for a response: our design signals for pedestrians in the built environment.

- **Braille communication**
- **Auditory spatial map**
- **Ground indentation**


♪ oscillating audio anchor ♪

Up Close

Kin's design includes Braille detailing of it's location on the side and on the push for crosswalk button as well.

Kin emits audio signwaves that oscillate noise to create an auditory spatial map from one side of the crosswalk to the other.

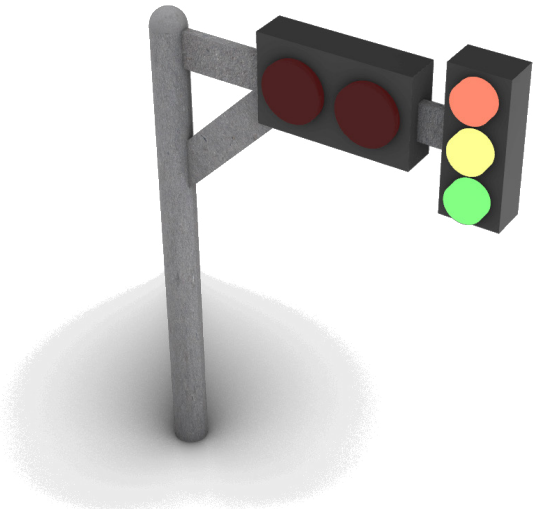
Beacon

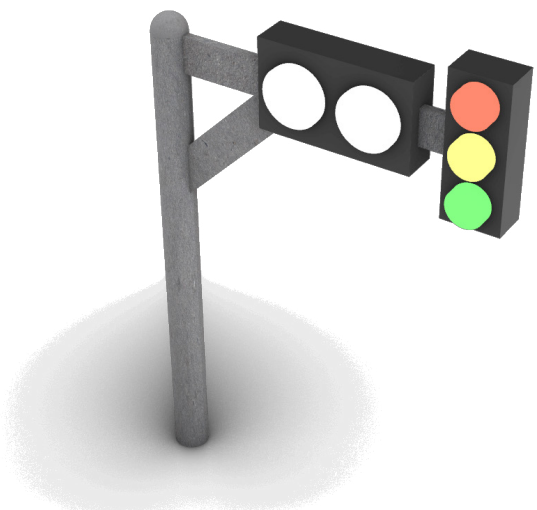
About Beacon

Beacon is a flashing light mechanism on stop lights that emits an eye catching strobe effect to notify deaf pedestrians of oncoming emergency vehicles. This tool can be placed in any environment that makes sense and is not limited to stop lights.

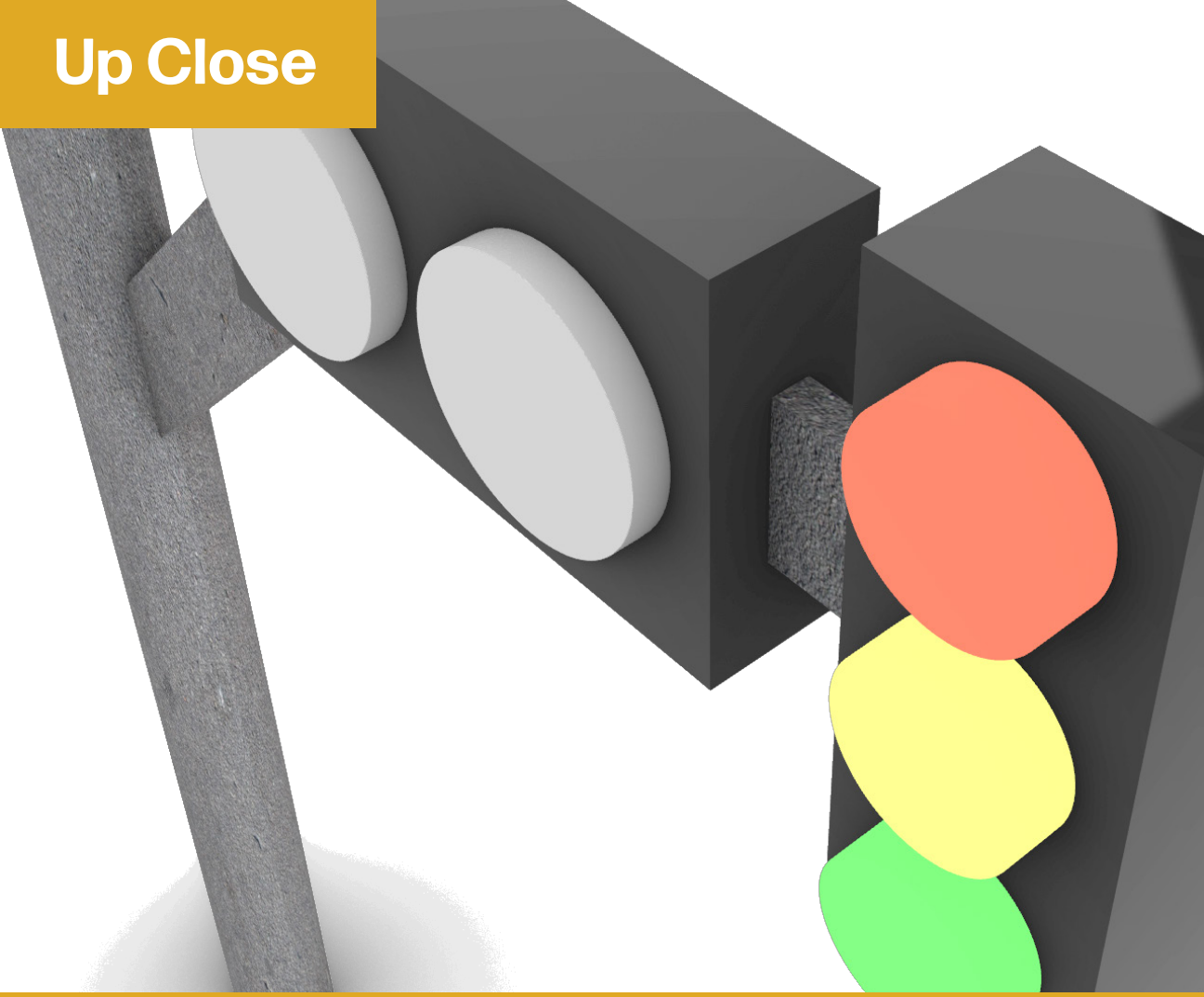
A beacon is a light or visible object that serves as a signal, a warning, or a guide for others.

- **Gentle strobe**
- **Non-hearing warning**
- **Noticable signal**





Up Close



Beacon's design includes a light with a gentle flashing effect to alert deaf pedestrians of oncoming emergency vehicles.

The flash is bright enough to catch someone's attention, but gentle enough as to not trigger epilepsy or seizures.

Helm

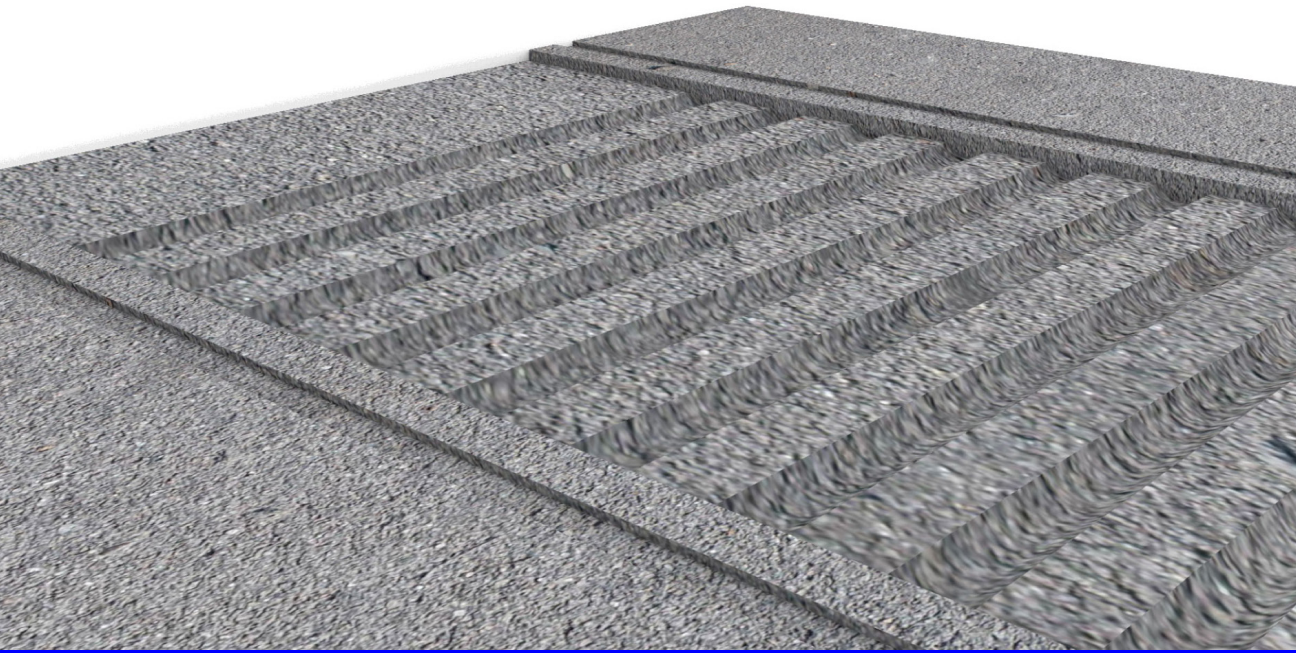
About Helm

Helm creates textural guidance and sensation. The structure of Helm offers blind and perceptually challenged pedestrians a safe and definitive area for walking, as well as an indented guidance line for white canes to safely determine point A to point B.

To be at the helm is to be at the agency of administering, controlling, and overseeing. It is a position of leading and being lead.

- **Tactile surface**
- **Definitive edges**
- **Easy guidance**

Up Close



Helm's defined edges and indentations create a clear-cut path for blind pedestrians to navigate their surroundings with ease.

Helm's tactile surface creates a definitive area of walkable space for blind pedestrians.

Acknowledgements

Thank you

InclusCity Collective wants to thank our co-creators and research assistors in the process of finding our solutions. Filling the gaps in inclusive urban design has never been more imperative and we could not have created this effort without their help.

While we generated assets for a possibility of integration, there still needs to be ongoing communication with the affected communities and our co-creators to make sure that these designs will be implemented for a better and more safer environment rather than the opposite. We realize that some aspects need revisions due to our sighted biases throughout the prototyping and manufacturing process in order to realize our intentions and our desires.

Primary Sources

Parker Kring	Co-Creator, Deaf Community Member
Dan Lococo	Co-Creator, Blind Community Member
Brenna Durand	Co-Creator, Blind & hard of hearing
Bruce Cawkins	Co-Creator, Bench Building Expert
Trudy Watt	Research Assistor, UWM Professor of Architecture
Roxanne Baker	Research Assistor, Deaf Community Member
Taylor Koss	Research Assistor, Deaf Community Member

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