

**A CASE STUDY IN MUSEUM
ACCESSIBILITY**

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**TRANSFORMATIVE SEATING FOR THE
MANETTI SHREM MUSEUM**

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MINIMUM INVASION, MAXIMUM IMPACT

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BACKGROUND

Background

- Museum patrons often limited in access to exhibition space and artworks via constraints in physical exhibition design
- Limits access to artworks and diminishes museum experience

Client Goals

- Manetti Shrem Museum: seeking to provide increased access to museum space and exhibitions through the manipulation of exhibition design to create a more inclusive art experience for visitors with all abilities



FRAMING

- **End Goal:** create innovative, accessible seating customized for the Manetti-Shrem or other museums
- **Scope:** 10 weeks
- **Timeline:** until the end of the quarter (possible extended timeline into Spring Quarter 2020)
- **Constraints:** Timeline, Stakeholder artistic ideals, Museum board

RESEARCH METHODOLOGY AND FINDINGS

museum infrastructure – **visitor experience** – **exhibition design**

- Compared Manetti-Shrem infrastructure to other local museums, galleries
- On-site immersion into Manetti-Shrem; understanding of limitations in design
- Meeting with Student Disability Center on campus to understand student population needs
- Researching and refining data from museum visitor comments
- Familiarize ourselves with ADA and other accessibility guidelines
- Online research in museum design (MOMA, White House Visitor Center, MCAM)





PROJECT STATEMENT and FINAL PROJECT SCOPE

Our project is an implementation of more inclusive accessibility within museum exhibition design. This is presented in the form of innovative seating aimed at visitors with physical mobility impairments. Within our design, we hope to broaden the scope of museum visitors that can attend and enjoy the exhibition and gallery space.



DESIGN METHODOLOGY

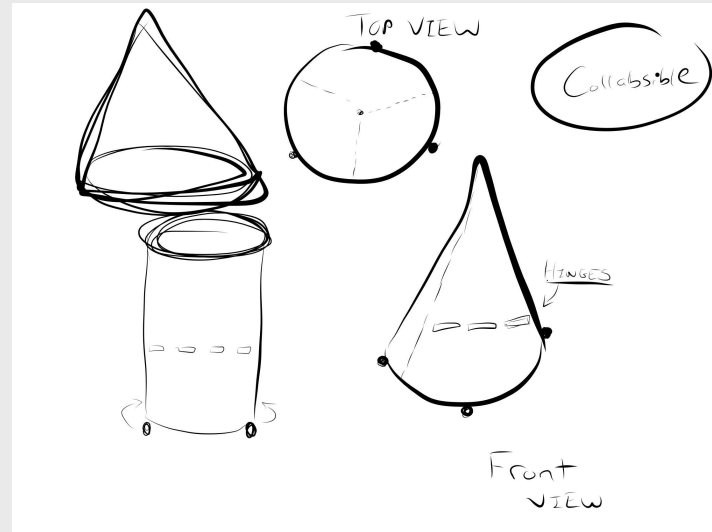
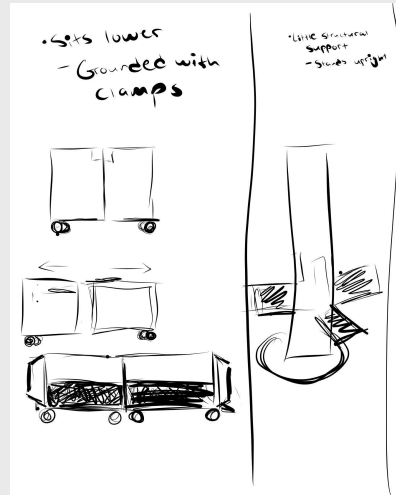
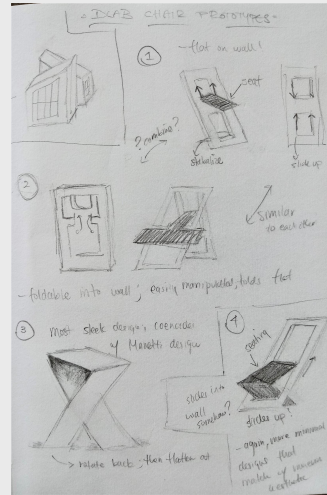
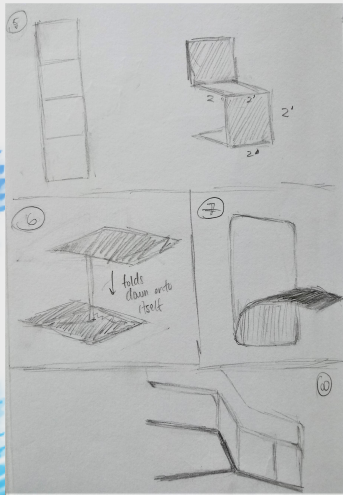
Exhibition Space: Looking into infrastructure of museum and accessing where seating was needed and where it could be stored; decided on seating in walls, floor, and/or ceiling

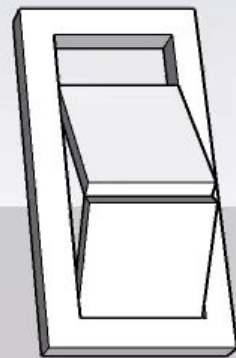
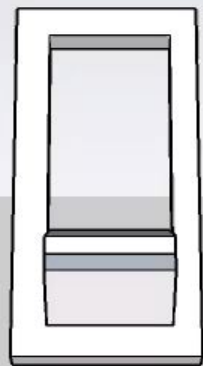
Prototypes: creation of sketches and prototypes based on collected information; through physical sketching and 3d printed prototypes

Prototype Implementation and Survey: Future implementation of full scale prototypes into museum space; survey visitor/user feedback and adjust design accordingly

Feedback: Between each design methodology, receiving feedback from community/visitors and client

DESIGN SKETCHES



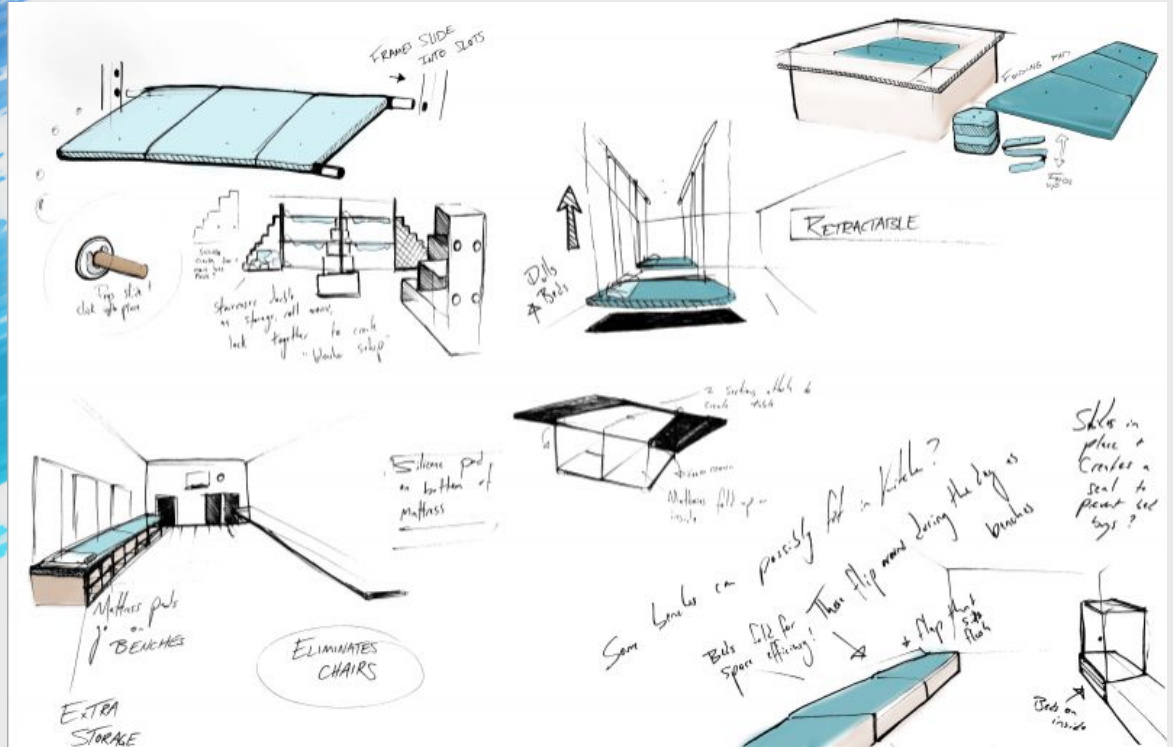


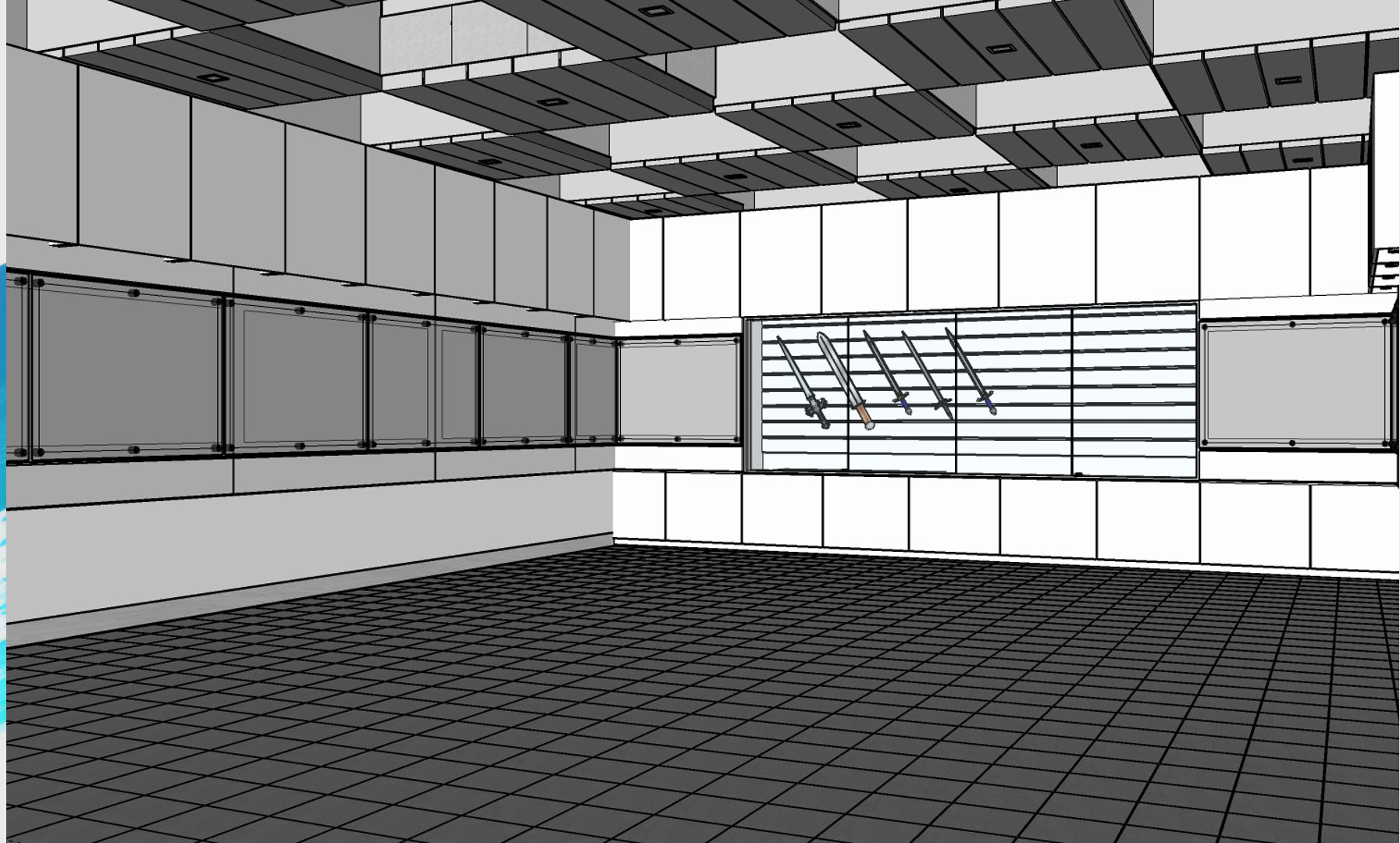


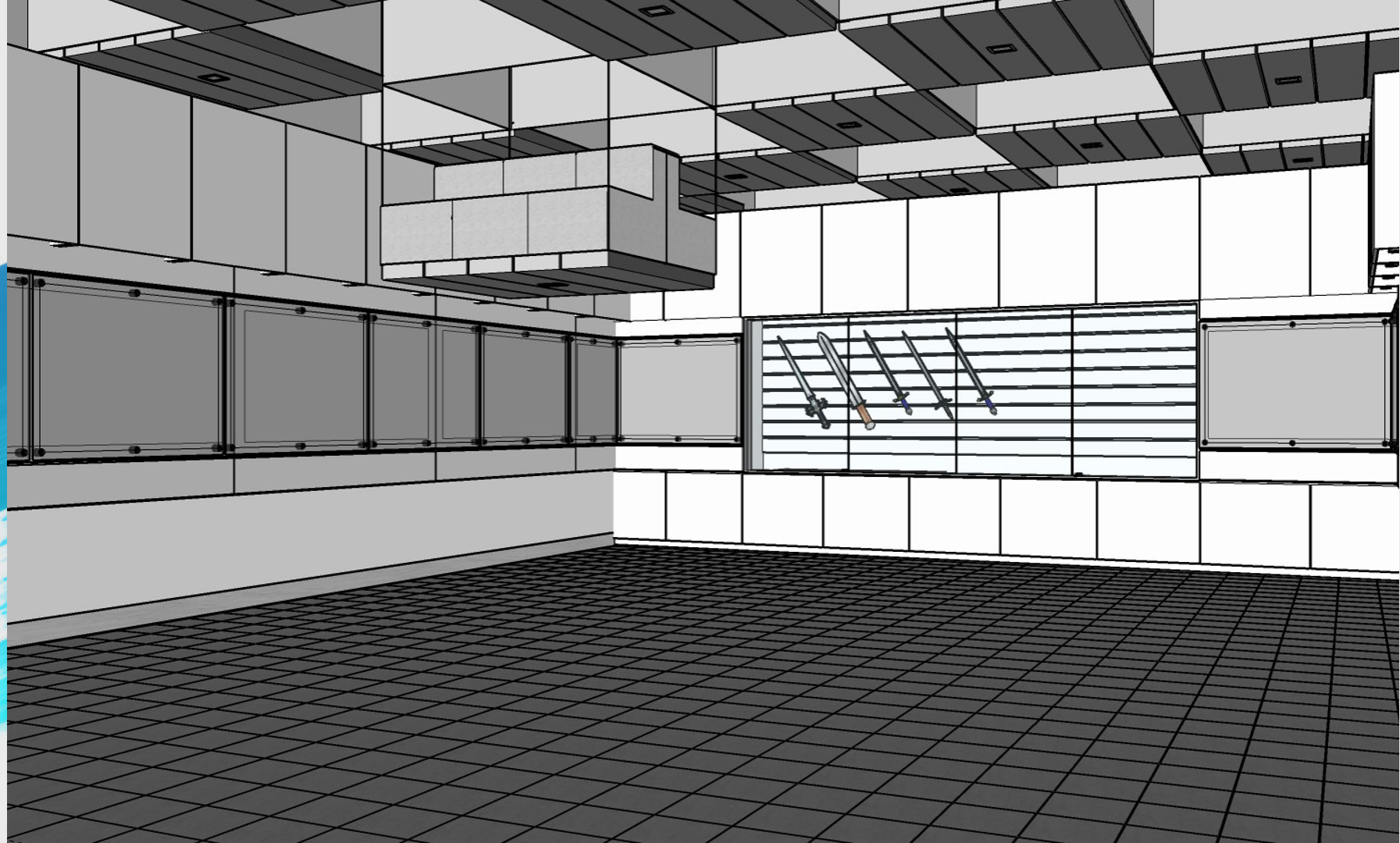
CEILING & WALLS

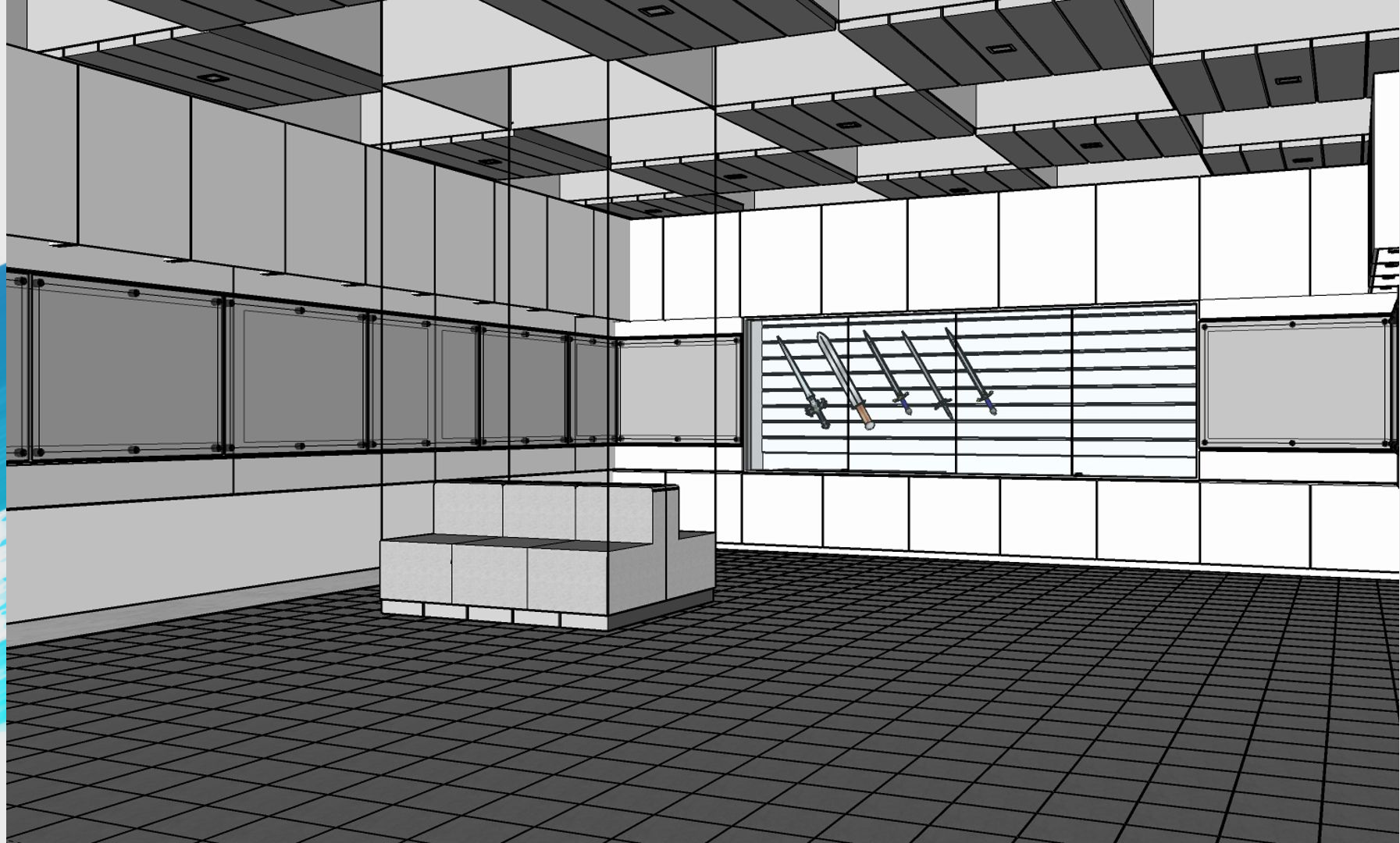
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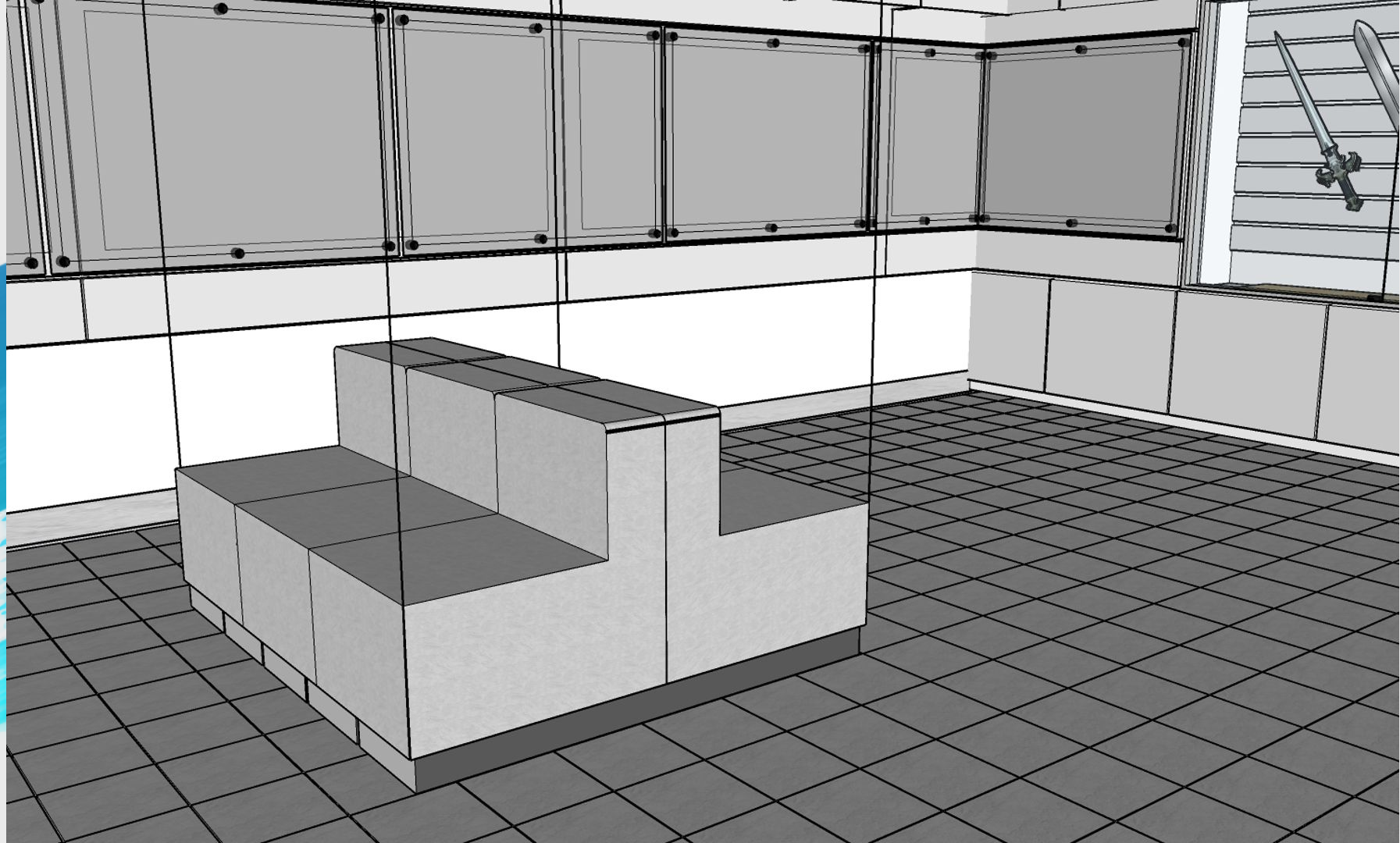
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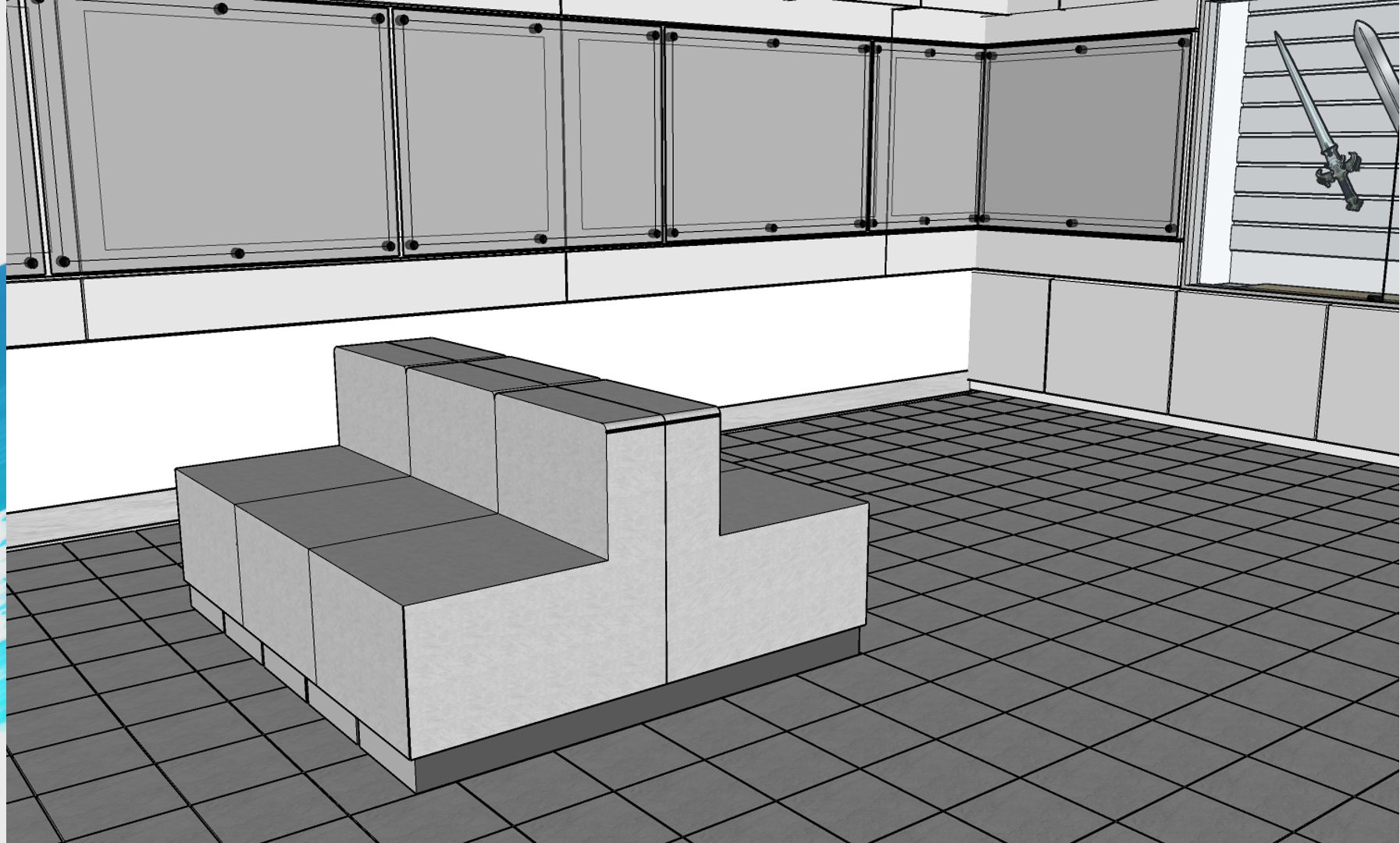


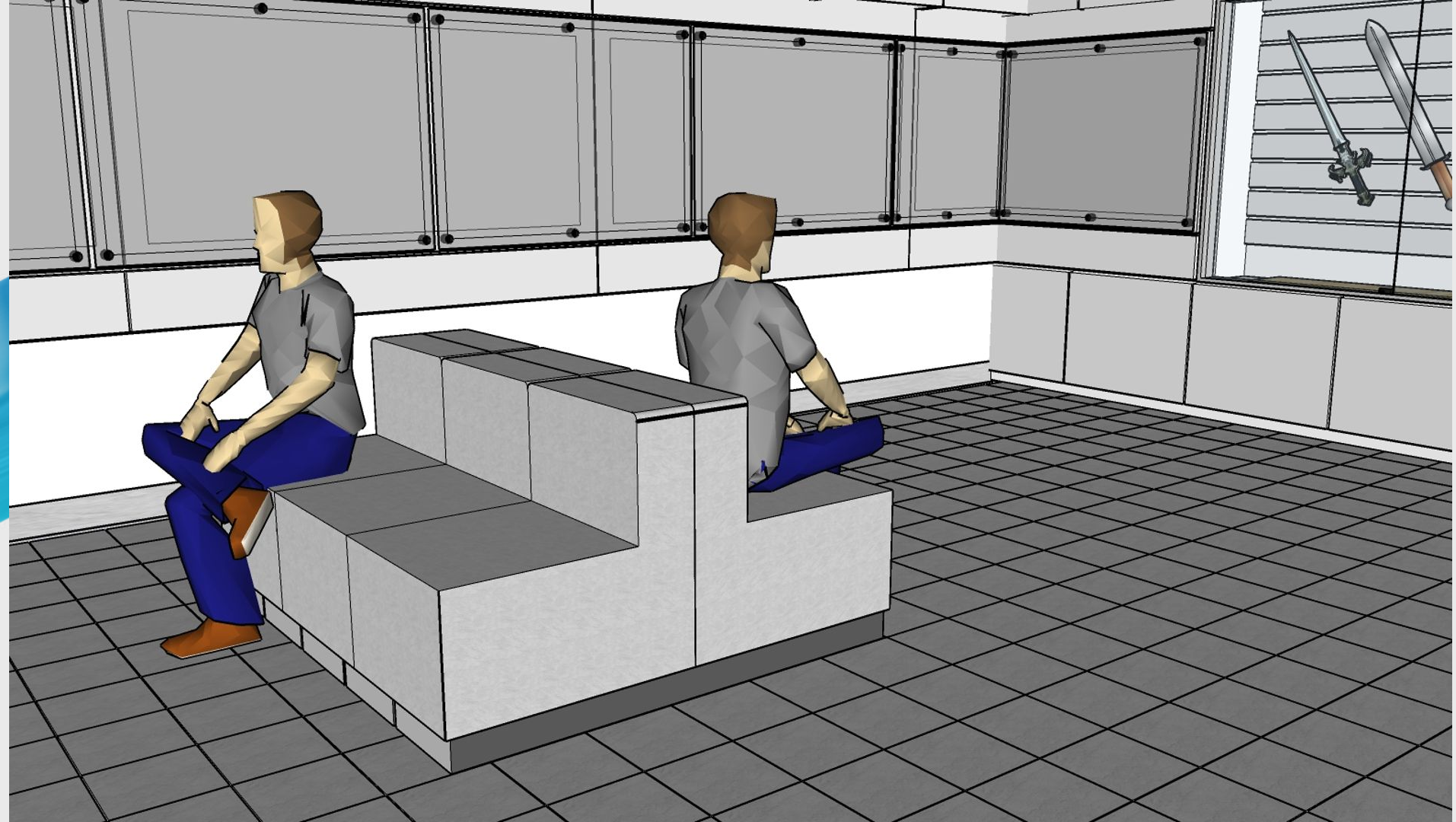












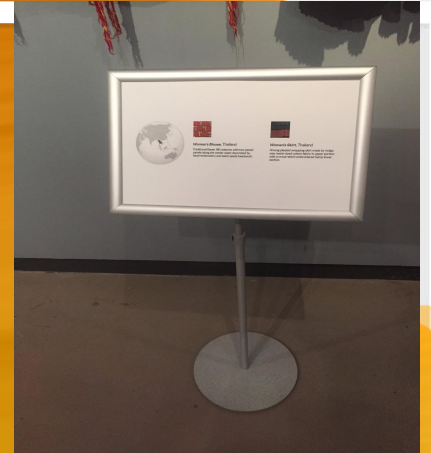






RECOMMENDATIONS

- We have different options depending on the budget of the client and the amount of available space allocated towards accessible seating
- The implementation of a design prototype into museum exhibition space; surveys and user/visitor feedback
- Programs specifically for users with other disabilities; e.g. visual impairments (Touch Tours)





THANK YOU!

QUESTIONS?