

METHODS OF CONTEXTUALISING

In this project, I worked in group with Di Zheng et Jinran Ke on enabling joyful experiences to disabled individuals, a brief led by Arjun Harrison-Mann.

Talking about what brought communities together, we thought of games. During week one, we used the Dobble Game as a base for a tactile version of it including visually impaired people.

Dobble consists 55 cards featuring various and random symbols. Every card has a unique composition of symbols and necessarily shares one of them with any other card from the deck.

The player's goal is to spot the only symbol that is common between his game and the card in the center. As soon as he spots a match, he pronounces its name



Inquiry:

How to translate visual symbols into tactile ones?

TEXTURAL APPROACH

While Di and Ke worked on figurative ways of translating visual cards into tactile ones, I focused on textures rather than outlines, inspired by Zrinka Horvat in her *Tactile Picture Book for Blind Children*.

In the context of the Dobbie, are the symbols translatable through abstract textures?



Horvat, Z. (2014) *Tactile Picture Book for Blind Children*. Zagreb.



By sorting them into categories, I realised that some symbols spontaneously evoked textures, while other more conceptual ideas were too abstract to be recognized by touch (death, eclamation mark...)

Focusing on the ones that had a tactile potential, I collected many materials: fabric, coton pads, felt for warm / soft items, tape for stickyness, tree bark for roughness, metallic things for colder and more industrial items,



COMPARING APPROACHES

I think my attempt was interesting as it didn't require any visual memory, which is even more inclusive for the born-blind part of our audience. However, regrouping many textures on one card is a bit overwhelming, and confusing, especially to detect abstract symbols.

Figurative approach seemed more successful as it enables much more precision and distinction of the symbols.

The feedback we got was to emancipate us from Dobble's rules and logic that are quite specific and complex to work on. Also, we were reminded that the game had to be fun before anything else, a good thing to keep in mind.



1.



2.



3.



4.

1. Original visual Dobble Card
2. Textural translation of the Dobble card
3. & 4. Figurative tactile translation of the Dobble Card

NEW GAME: TACTILE MEMORY

What can we keep from our Dobble experience?

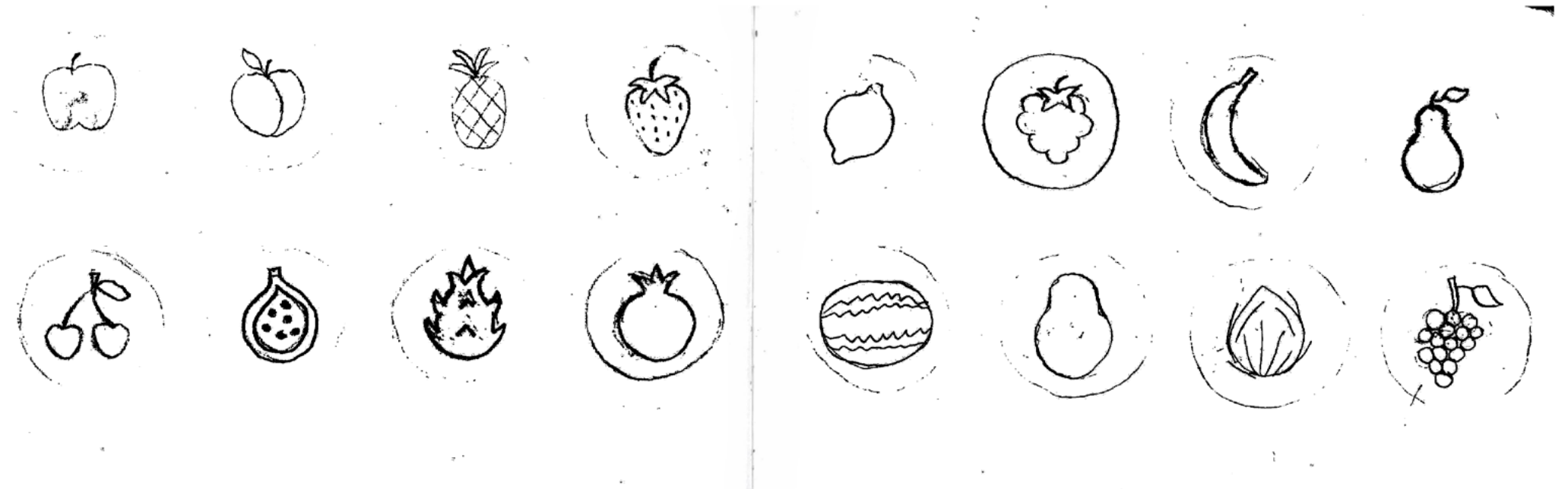
Formally, the round shape of the cards: round edges are more tactile friendly
Conceptually, its principle of a recognition game: it is interesting to translate a visual form into a tactile one.

What can be removed?

The complex logic of having systematically exactly two matching symbols in any pair of cards.

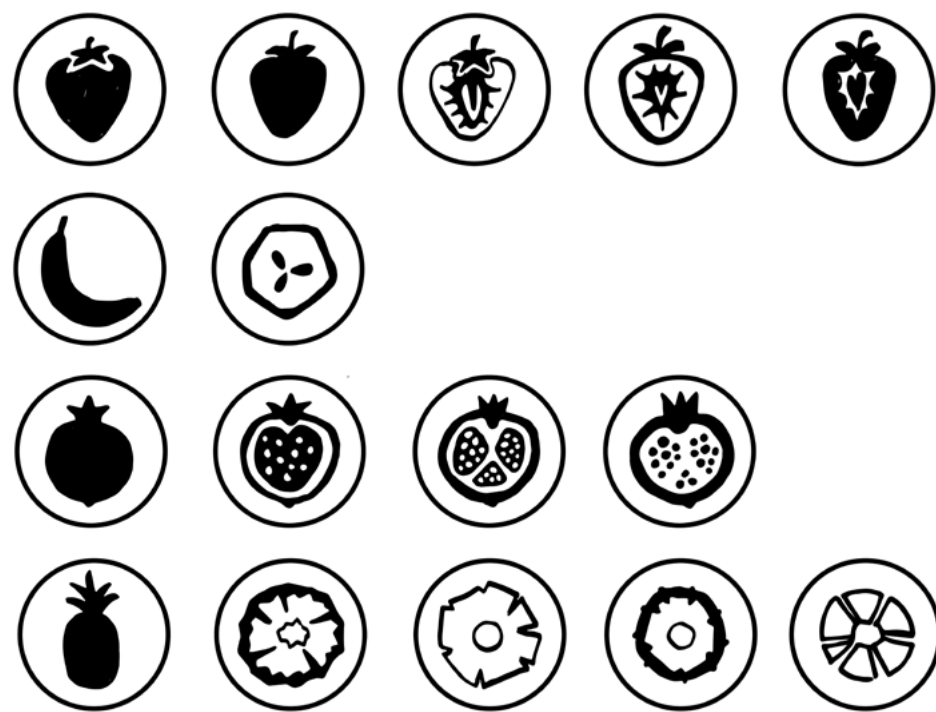
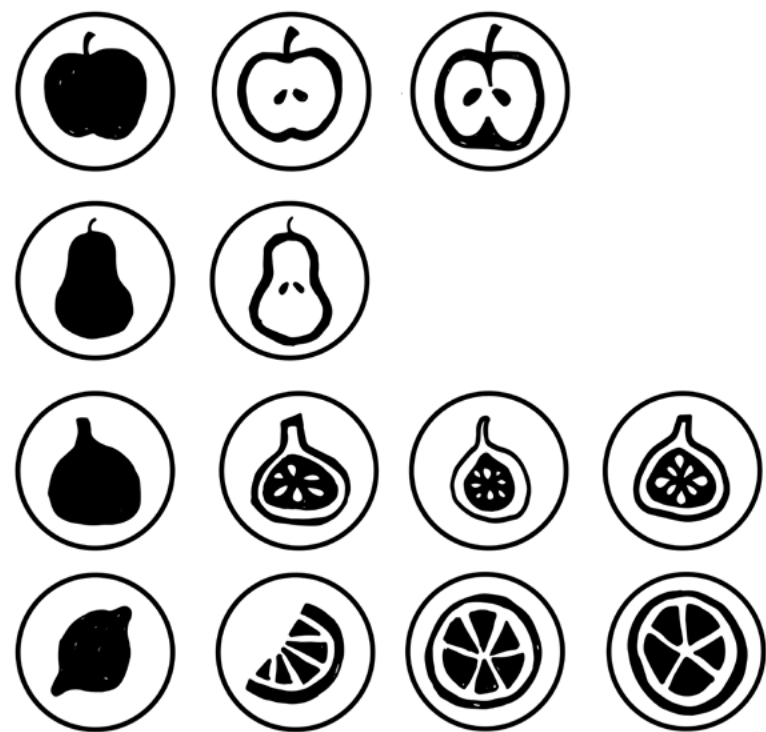
What are other recognition games?

Memory Game: cards are shuffled and displayed face down. The deck is composed of symbols that all exist in pairs. One by one, each player has to flip 2 cards. The goal is to collect as many pairs as possible.



At first, we thought of representing simple geometric shapes: round, circle, square. But it could add a level of fun if the symbols were themed. We thought of fruits for their universality and their very graphic shapes, with interesting textures.

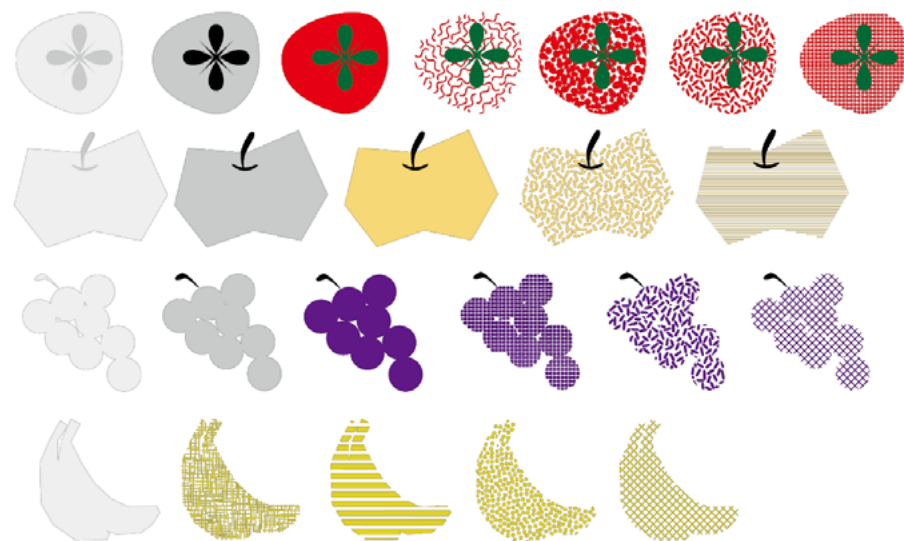
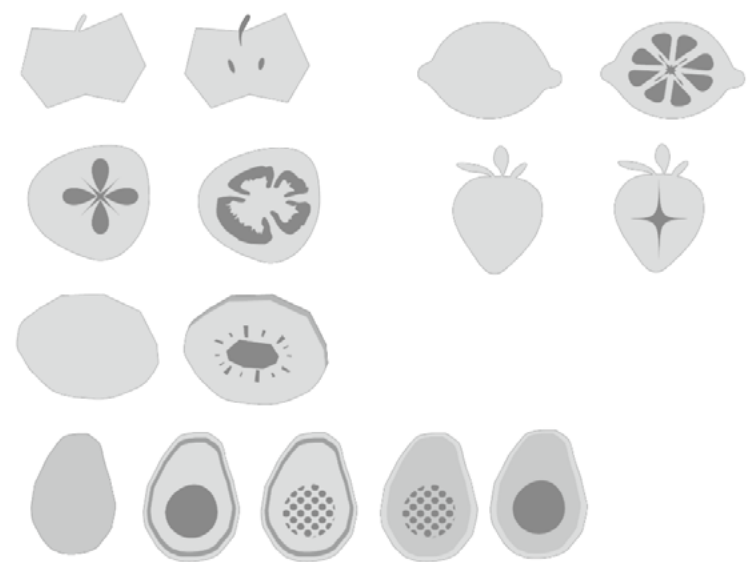
RESEARCH OF FORMS



Looking for illustrative references of fruits, I realized that they were either represented in their global shape, or sliced, showing a graphical heart.

I suggested to twist the classic memory rules a bit and benefit from the duality of the representation of fruits: in our game, the goal is to match a fruit outside, its global shape, with its inside, recognizable by the textures, seeds.

But in this new scenario, not all the fruits inside are obviously recognizable. Grapes and raspberries for example don't have an emblematic inside, whereas apple, kiwi, lemon do with their seeds and quarters.

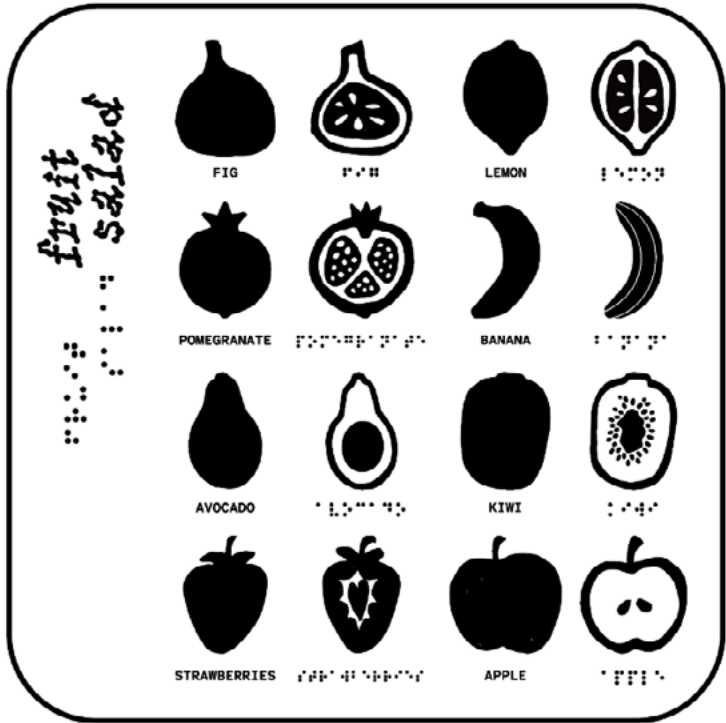
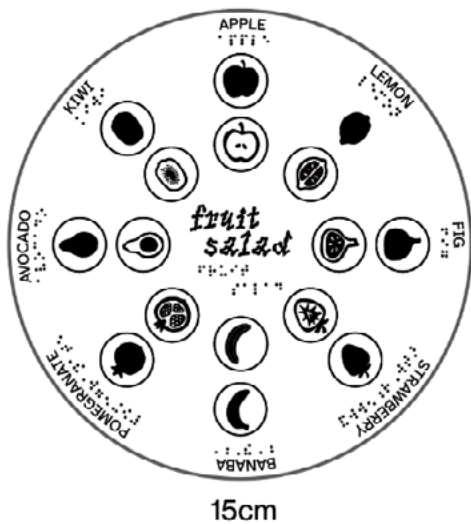


3D PRINTING



RULE CARD

3D Printing was an iterative process. After testing sizes, 8 pairs were printed and a rule card as well, meant to check if the matches are correct at the end of the game.



UNDERSTANDING **FEEDBACK**

Part of our feedback was
to precise the rules of our
game, and to find a way of
communicating them.
We directed that short video in
that concern.

[CLICK HERE
TO WATCH THE VIDEO](#)