

Interactive Tactile Maps

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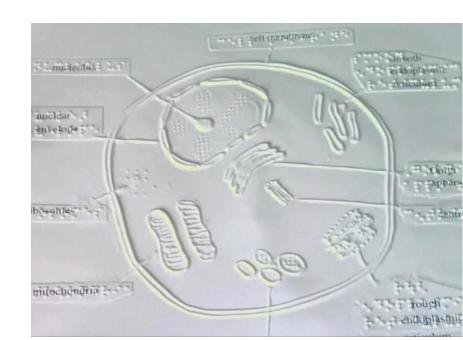


INTRODUCTION

TACTILE GRAPHICS

- □ Accessible images that use *raised surfaces* so that a visually impaired person can feel them.
- ☐ Convey non-textual information.
- ☐ Tactile maps are a subset of tactile graphics.





TACTILE MAPS

- ☐ Provide visually impaired individuals with a practical knowledge of their environment, but their widespread adoption is limited by:
- The *cost* associated with manufacturing maps.
- The *complexity of designing* such maps, which generally required 3D modeling software.
- The **static nature** of the maps limit interactivity and in-the-field application.

EXISTING ALTERNATIVES

Braille displays:

- ☐ High resolution, refreshable displays, connected to a camera.
- □ Cheapest model: weighs **2.5 kg** and costs **\$7,000.** (Tactisplay Corp, June, 2015)

TMAP and related services:

☐ Users enter an address on a website and are sent a printed version of the surrounding area.

Zoom maps methodology:

☐ Maps from a macro to a micro scale, with each new map more detailed than the previous.

Tactile tablets:

- ☐ Touch-sensitive tablets capable of holding a tactile graphic sheet motionless in place.
- ☐ Again cheapest model starting at \$800. (Tactisplay Corp, August 2015)

IMPLEMENTATION

OUR IMPLEMENTATION

- ✓ Cheap map fabrication by utilizing the increased availability and reduced costs of 3D printers.
- An *accessible web tool* designed to allow visually impaired users to generate customized 3D map models for fabrication.
- ✓ A companion Android application that provides helpful, location-aware cues.

WEB INTERFACE

- ☐ User registration and login in a secure manner.
- □ New map creation with points of interest and an investigative area - a region for which the user would like a second, more detailed map.
- ☐ Single-click download of 3D printable representations.
- ☐ REST endpoints accessible by the Android application.
- ☐ Voice commands to make all of this accessible.

MAP MODEL

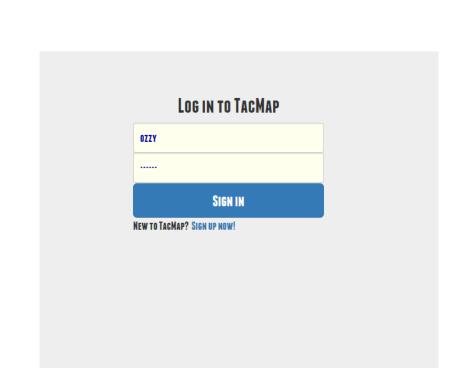
- ☐ Roads, waterways, parks, building footprints, or topographical data extruded and assigned adjustable tactile features.
- ☐ Layouts of touch-sensitive graphene points allow the user to interact with entered POIs or investigative area.
- ☐ All different features stitched together into a single .stl file

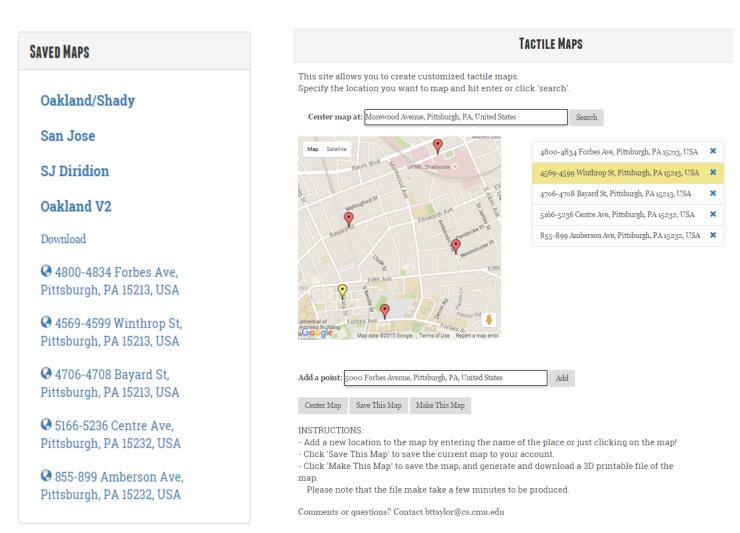
MAP CASE AND NFC

- □ A 3D printed case keeps the map in place over the user's phone, and also provides 3 6 tactile buttons.
- □ NFC tags encode map and user information a user just taps a tagged map on his/her phone, and information is pulled from the server.

ANDROID APPLICATION

- ☐ User locates his/her position on the map and identifies potential destinations through haptic and audio feedback.
- ☐ Source-destination routing with audio feedback.
- ☐ Geo-fencing to signal users when they are approaching bus stops.
- ☐ In-depth exploration of smaller, investigative areas.

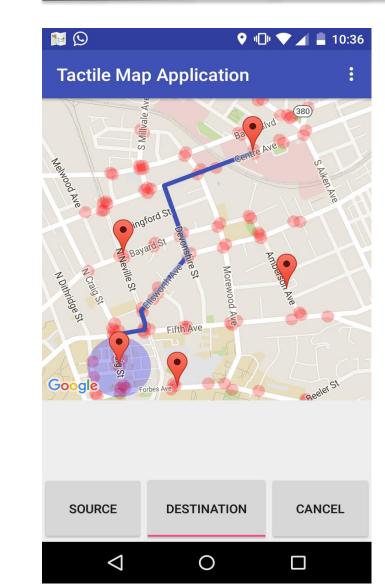


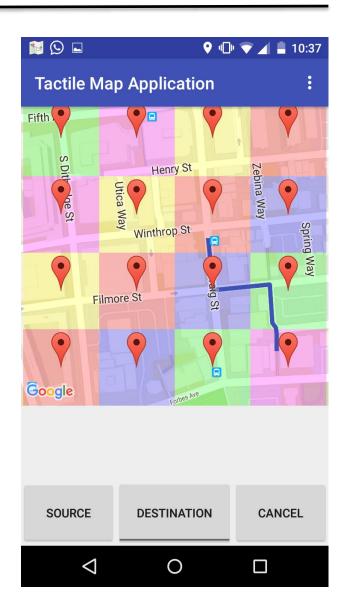












WAY FORWARD

Current implementation: cheap, easy to learn.

Extensive user testing and surveying required!

User experience and interaction can be enhanced in several ways:

- ☐ Dynamic routing which guides the user when he/she goes off-course.
- ☐ Incorporating public transport into the user navigation suite.
- ☐ On-the-fly point of interest mapping based on the user's current preferences, in investigative areas.
- Multiple investigative areas per map.
- ☐ Improved prompts when the user moves from one map area to another.
- ☐ Utilizing accelerometer and gyroscope information to point the user in the correct direction at strategic points.
- ☐ Improved accessibility for the server interface.
- ☐ Incorporating automated NFC tag writing in the app.

Many open questions:

- ☐ Which map features should be included?
- ☐ How should we label these map features?
- ☐ How to best scale the maps?
- What information density is best?
- What audio feedback is most helpful?
- ☐ What other app interactions would be helpful?
- ☐ What else can be done?