2nd Swiss Conference on Barrier-Free Communication Geneva, 9-10/11/2018

Making immersive medial environments accessible: the ImAc project

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ImAc project: challenges

Can immersive environment be accessible?





ImAc: Goal

- To explore how accessibility services can be integrated with immersive media.
- To explore new deployment methods for these services (subtitles, audio description, audio subtitling, sign language) in immersive environments.



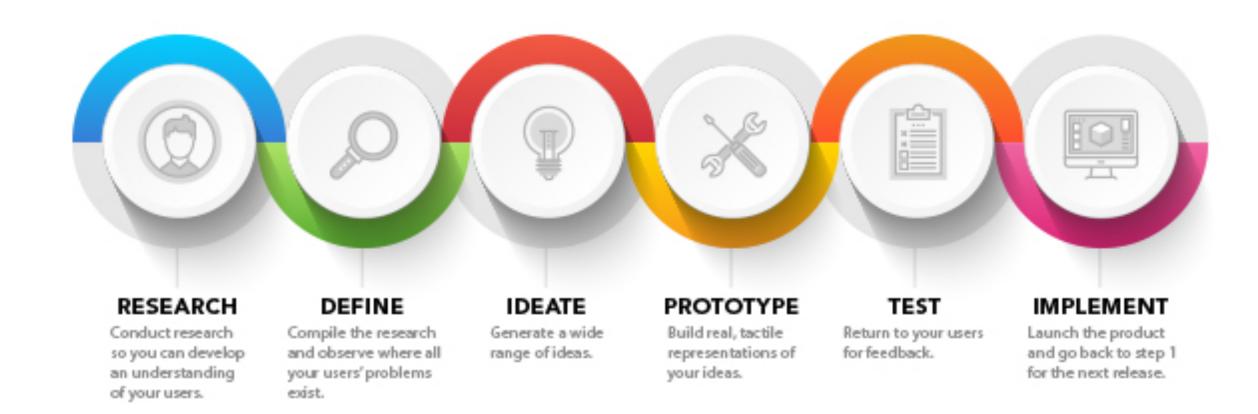


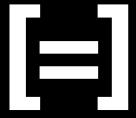
ImAc: How?

- ImAc moves away from the constraints of the current technology, into a Hyper-Personalized environment where the consumer can fully customize the experience to meet his/her personal needs.
- Imac will ensure that immersive experiences are inclusive across different languages, addressing the needs of those with hearing or low vision problems, learning difficulties and aged.
- ImAc also foresee these services consumed by a wider audience for personal convenience, learning language and language therapy.
- As ImAc follows a user centered design, end & professional users are involved in each step of the design and implementation.

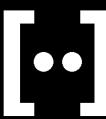


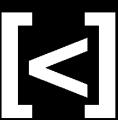
ImAc project: methodology





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SUBTITLES

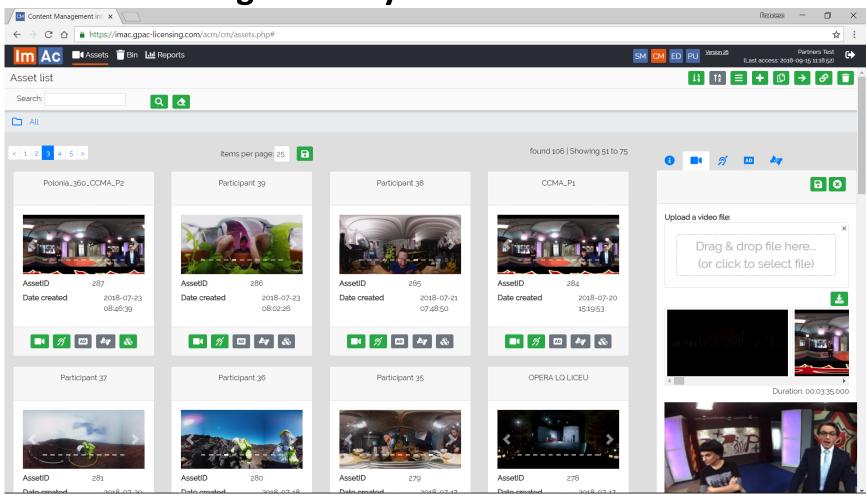
SPOKEN SUBTITLES

AUDIO DESCRIPTION

SIGN LANGUAGE

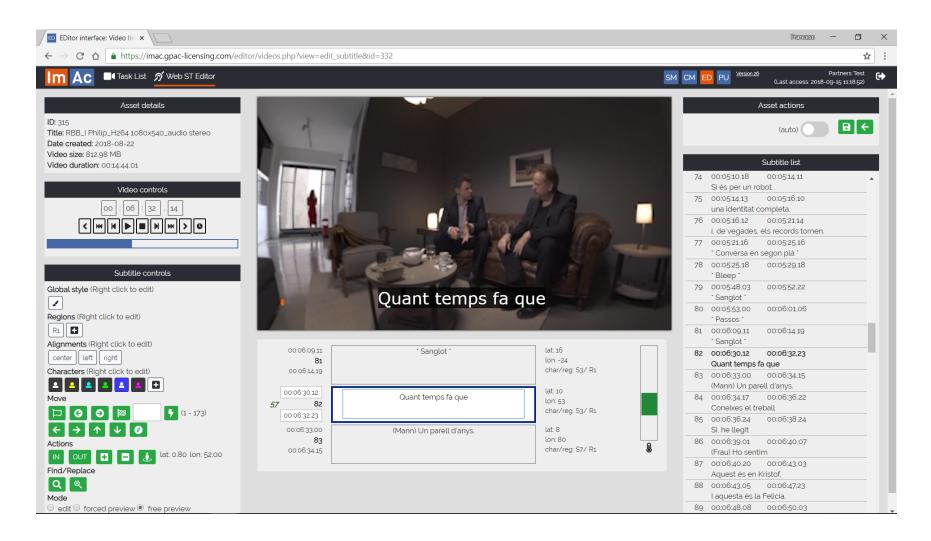
ImAc Accessibility Production Tools

Content Management System



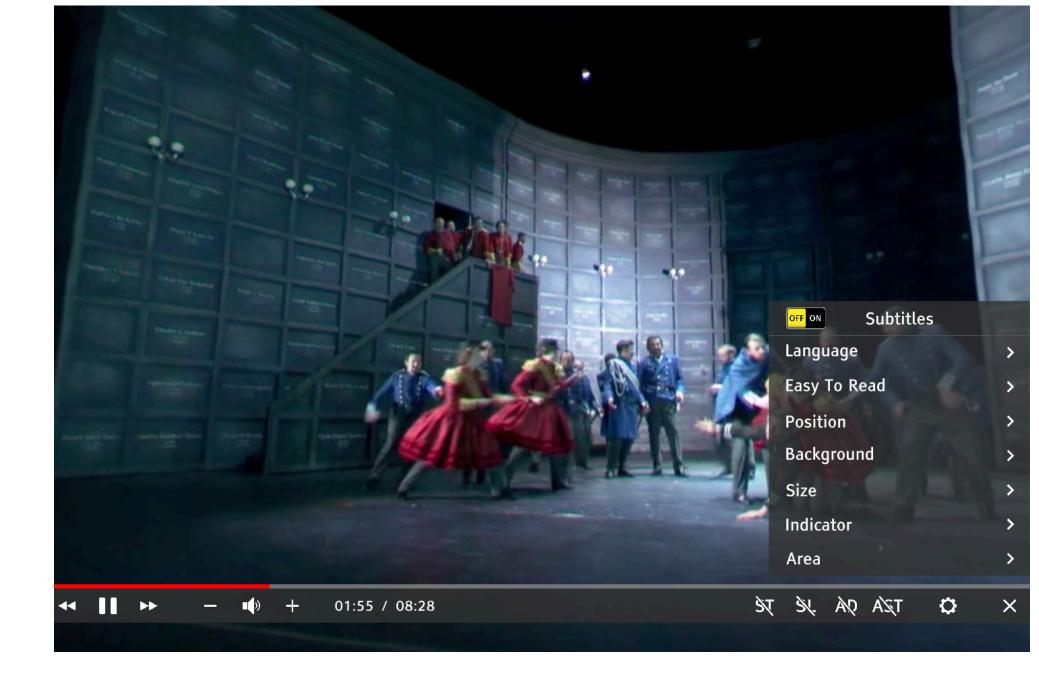


ImAc Accessibility Production Tools



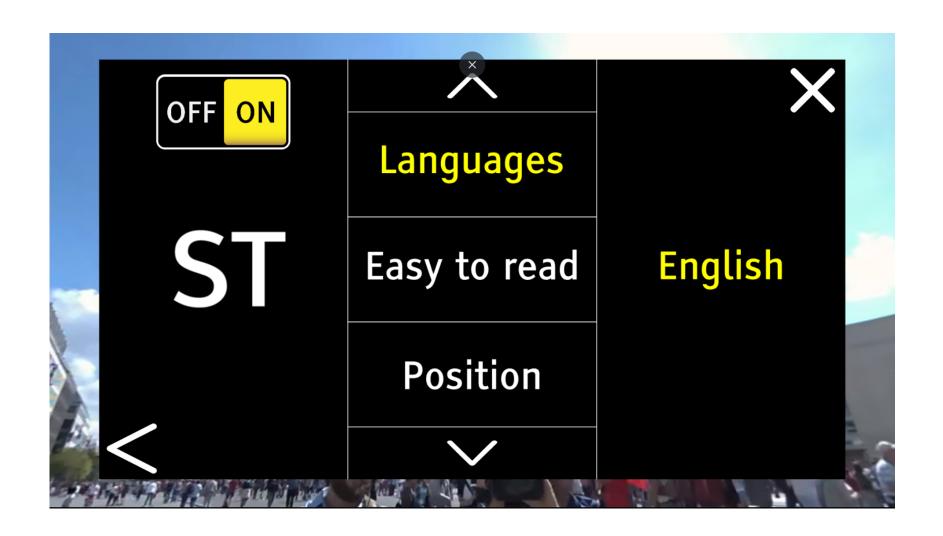


Player





Player: accessibility-enhanced menu





[=] Subtitle position

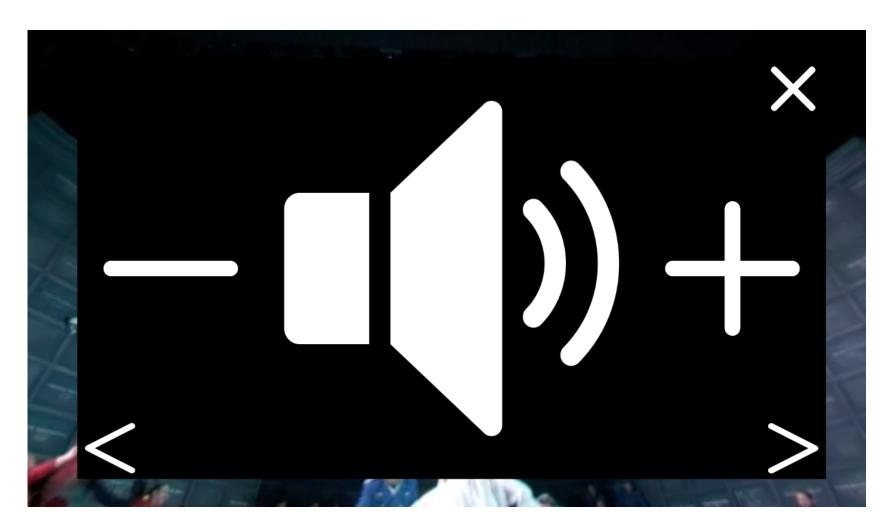








Player: accessibility-enhanced menu



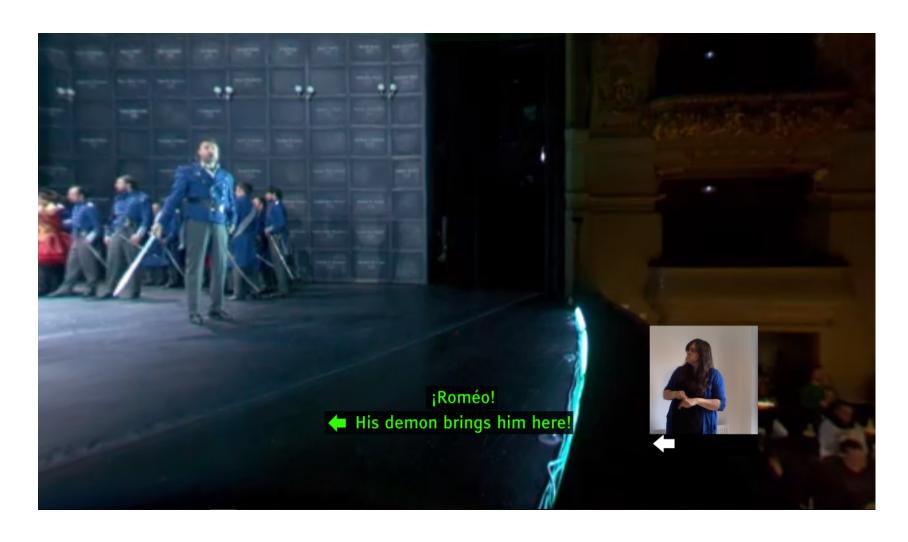


Access services: [<] Sign Language



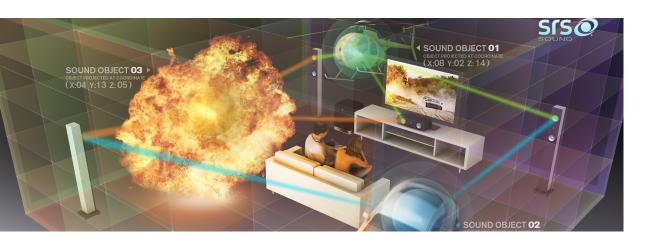


[<] Sign Language





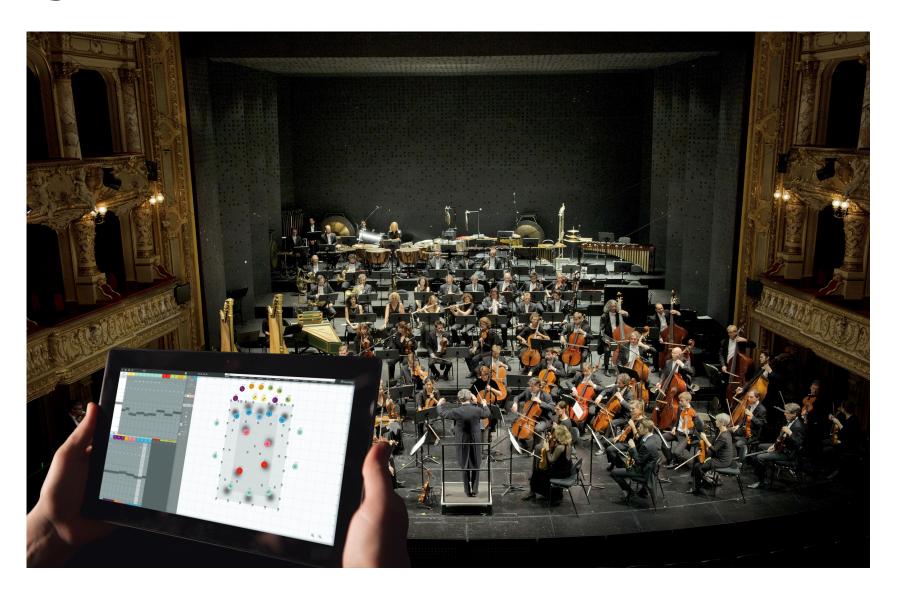
[...] Audio description





https://lab.irt.de/demos/object-based-audio/interactive/

[..] Object based sound



[=] Subtitle rendering



[=] Subtitles: presentation modes







[=] Radar







Disclaimer



TransMedia Catalonia is a research group funded by Secretaria d'Universitats i Recerca del Departament d'Empresa i Coneixement de la Generalitat de Catalunya, under the SGR funding scheme (ref. code 2017SGR113).

The project **ImAC** has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 761974.

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