



## **UNIT 3B. EASY-TO-UNDERSTAND (E2U) AND AUDIO DESCRIPTION (AD)**

### **ELEMENT 1. PROCESSES**

#### **E2U ART AD: A SAMPLE**

#### **Transcript**

### **Slide 1**

This is unit 3B, Easy to understand (E2U) and audio description (AD).  
Element 1: Processes. Video sample: Easy-to-understand art audio  
description.

This is Elisa Perego, from Università degli Studi di Trieste.

### **Slide 2**

In this video sample, I will focus on the role of easy-to-understand audio  
description in the context of tactile exploration.

### **Slide 3**

I will rely on the words of Luca Grasso, who is the person responsible for  
the Polo Tattile Multimediale in Catania (Sicily) – that is, a Multimedia  
Centre – to show you the relationship between touch, art and  
understanding.



## Slide 4

A growing number of museums has started offering the possibility to touch a selection of their original items, or reproduction, to enable people who are blind or visually impaired to come across the visual through an optic – or tactile – experience.

## Slide 5

Touch is a crucial sense for experiencing the world, and an important additional source of information for experiencing the beauty of objects, when sight is missing.

## Slide 6

Gaining information through touch, however, is difficult, especially if this sense is not trained. In fact, as pointed out by Luca Grasso, dealing with touch can be particularly difficult especially for sighted people:

“Sighted viewers prefer to see. We make them visit our blind bar so they can touch relief paintings, which can put them off because they are not used to that. Sighted viewers prefer to use their sight. If touch and sight go together, this is fine. If touch is not accompanied by sight, it is difficult for sighted visitors to understand the details of an item”.

Generally, a human guide instructing the visitor in the tactile exploration is decisive, and in fact he or she can grant the full enjoyability and memorability of the optic experience.



## Slide 7

Any tactile exploration or museum experience, however, must be adapted to the end-user. With reference to the tactile museum he runs in Sicily, Luca Grasso maintains that:

“Based on the type of visitor, we use a specific way of guiding them. We adapt to their needs. We cannot treat adults and children in the same way. If the visitor has special needs, we must meet them and communicate adequately. We need to adapt to the visitor. We cannot talk to everyone in the same way”.

## Slide 8

Simplifying the instructions to the tactile experience could be one step in the direction of the above mentioned user-centeredness.

## Slide 9

In this video sample, I will display an E2U version of the core instructions that could be included in a recorded audio guide or in the script of a human guide helping a visitor enjoy a tactile experience.

## Slide 10

I will use the bas-relief of Atalanta and Hyppomenes, that is, the reproduction of the early 17<sup>th</sup> century painting by Guido Reni, produced by the Tactile Museum *Anteros* in Bologna, Italy. To start with, the following is a possible general E2U introduction to a tactile experience of this painting.



## Slide 11

*This is a copy of the painting Atalanta and Hyppomenes.*

*This copy is made of **plaster**.*

## Slide 12

***Plaster** is a smooth white material.*

*If you touch it, you can feel that it is silky and not too cold.*

*Plaster is normally used for internal decorations.*

## Slide 13

*You can touch the plaster copy of the painting, if you wish.*

*If you decide to touch the relief, try and sit or stand comfortably.*

## Slide 14

*Stretch your arms in front of you.*

*Check if your hands can touch the surface without problems.*

## Slide 15

*You can touch the plaster copy on your own.*

*You can also touch the plaster copy while I guide you.*

*If I guide you, I have to touch your hands.*



## Slide 16

These were general E2U introductory instructions that could be offered to any visitor and irrespective of the item they will explore. Let's now move to the real exploration of the plaster copy. The following is an E2U version of possible instructions:

## Slide 17

*The plaster copy is smaller than the original painting.*

*If you wish, now you can start touching.*

## Slide 18

*First, touch the perimeter.*

*The perimeter is the outer part of the painting.*

## Slide 19

*Then, you can move your hands towards the centre.*

*Make soft and light movements.*

*Use both hands.*

*Use your fingertips.*

## Slide 20

And now let's see how we can verbally guide the explorer in recognizing specific details of the bas-relief.

## **Slide 21**

*Use your left hand to discover the body of Atalanta.*

*Atalanta is picking up a golden apple.*

## **Slide 22**

*Atalanta uses her right arm to pick up the apple.*

## **Slide 23**

*Now, use your right hand to discover the body of Hippomenes.*

*Hippomenes is running*

*Hippomenes is making an effort while running.*

## **Slide 24**

*You can feel his tense muscles if you touch his leg.*

## **Slide 25**

Directing the visitor throughout a whole tactile experience in E2U language can require some time, a lot of patience, and great experience on the part of the guide.

## **Slide 26**

It is not easy to make such a complex experience usable, especially if the visitor's sense of touch is not yet trained. However, it can be very



rewarding and enriching in the end, irrespective of the ability or disability of the visitor.

## **Slide 27**

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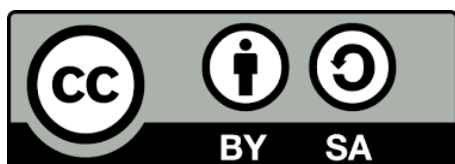
Special thanks go to Luca Grasso (Multimedia Centre in Catania) and Christ Taylor (University of Trieste) for their participation in the making of this video.

## **Slide 28**

This video sample was prepared by Elisa Perego and produced by Angelika De Marchis, Laura Marini and Annalisa Navetta from the University of Trieste, Italy.

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