



Module 4

Unit 6

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Module 4

Unit 6: AD Directions

Task 1: Multiple choice¹

Question 1

Which of the following forms of assistance for persons with sight loss (PSL) is not provided in any museum?

- a) The use of an audioguide designed for sighted patrons.
- b) A specially created audioguide with AD for PSL.
- c) The hiring of guide dogs.
- d) The provision of a cord to follow through the museum.

Question 2

Which of the following considerations is not important for the designer of a directional AD?

- a) To research the route.
- b) To decide on the exhibits to stop at.
- c) To time the route.
- d) To mark the exhibits.

Question 3

Which of the following instructions is inadvisable?

- a) Go ahead 10 metres.
- b) It is as tall as a two-storey house.
- c) Take the lift to the second floor.
- d) Follow the path for 115 metres.

¹ The responses are based on the ADLAB PRO core videos. Only one answer is correct.

Question 4

Which ancillary feature need not be included in a directional guide?

- a) Curator's office.
- b) Toilets.
- c) Café.
- d) Information Desk.

Question 5

Where would a human guide be essential for providing directions?

- a) At a local village museum.
- b) During a private visit.
- c) At the British Museum.
- d) When the PSL is the only patron.



Module 4

Unit 6: AD Directions

Task 2

Aim(s):

- Learners can recognize strategies for formulating the AD of directions regarding museum layout, spaces, auditoria, lobbies, etc.
- Learners can recognize strategies for prioritizing and ordering information in AD regarding all aspects of visual art and mobility.
- Learners can analyse and comment on a series of AD directions.

Grouping: individual.

Approximate timing: 60 minutes.

Material and preparation needed:

- Transcript of an AD tour including directions.

Development:

1. Learners read the AD scripts.
2. Learners underline directions.
3. Learners categorize the different types of directions they detect.
4. Learners comments on the way directions are given: are they clear? Are they too long/short? Are they too detailed?, etc.

Additional comments:

Learners can also consider transcribing directions from a recorded AD tour and work on that.



Task 2: Handout

AD1

Museo Revoltella, Trieste, Italy. AD and translation by Gaia de Luca

Retrace your steps to the lobby. Turn left and walk straight ahead for about ten steps. You are now at the centre of the lobby. Turn left and take about two steps. Climb three steps and you will find yourself in front of the fountain of the Aurisina Nymph. Turn right and walk straight on for about four steps. On your left, you will find the stairs that lead to the first floor. Climb eighteen steps, keeping to the right-hand side of the stairs. After the eighteenth step, you will find a small landing. Take about two steps and climb the remaining sixteen steps. You are now on the first floor of the Baronial Palace. Turn left and walk straight on for about eight steps. Take five steps to your right. On your left, you will find the entrance of the little red sitting room. Take four steps on that direction. The painting “The Coronation of Jehoash” hangs in the centre of the left wall.

AD2

The National Archeological Museum, Aquileia, Italy. AD and translation by Chiara Pietracci, Chris Taylor.

You are now in the Ticket Office. Move ahead leaving it on your right. You will then be in the Introductory Room of the Museum... Keep moving straight on until you reach the Central Room... Now you are in the first section... Now keep going towards the Middle Room... Go straight ahead to the last room... If you wish to continue to the second floor, devoted to the private lives, you will find the stairs on your left. Otherwise the exit is on the right.

AD3

Miramare Castle Museum (Park), Trieste, Italy. AD and translation by Francesca Biscuola, Chris Taylor

Walk along the first part of the corridor in front of you, keeping your right, and walk around the first fountain following the semi-circular path on your right. Staying on the gravel path, take your time to explore the garden. When you are ready to continue your visit, walk to the end of the main central corridor and reach the end of it, right before the stairway. Then turn right. Keep walking in this direction until you reach a paved road. Once you are there, select the next track.

If you take a few more steps, you will go down Castelletto avenue, which will lead you to Maximilian's second residence inside the park.

The avenue is paved but uphill. Keeping your left, walk for approximately three to four minutes, until you encounter a crossing. Keeping your left, walk straight minding the step. Following the short stone wall, follow the path turning right until you have reached a flat surface. Please pause the recording now and switch it on again once you have reached your destination.



AD4

Excerpt from "Sphere n.3", Arnaldo Pomodoro (1963), Revoltella Museum, Trieste, Italy. AD and translation by Biancarosa Zordan, Elisa Perego, Chris Taylor.

Exit the elevator. You will find yourselves at the sixth and last floor of the museum. Turn left, take a few steps forward and you will be standing on the shorter side of a rectangular room that extends to your left. Turn left again and head straight on for about seven steps. Once you have reached the statue, circle around in such a way as to find yourselves on the opposite end than the one you arrived at. The statue "Sphere n. 3" is placed on a pedestal which elevates it to about the height of your shoulders. The sphere itself is positioned in the centre of a 10 cm bronze pedestal on which the signature and the year of the creation of the artwork are inscribed. [...]

We have now reached the end of this tour. To get to the ground floor, walk past the statue, take about seven steps forward and then turn right. Head straight on for a few steps and you will reach the elevator, located to your right.

AD 5

Excerpt of "Napoleon as Mars the peacemaker", Antonio Canova (1802-1806), Revoltella Museum, Trieste, Italy. AD and translation by Biancarosa Zordan, Elisa Perego, Chris Taylor.

Once through the connecting room, go down three steps to the entrance hall. The sound of water originates from the fountain of the Nymph Aurisina, placed at the base of the spiral staircase that links the first and second floors of Revoltella Palace. Head straight on for about five steps. Go up five steps and you will reach the first section of the neoclassical room. In front of you are two openings, one located slightly to the right and the other slightly to the left. Move a couple of steps to the left and head straight for another five steps. You will now find yourselves in the second section of the neoclassical room. The sculpture "Napoleon as Mars the peacemaker" is positioned to your left, placed at the centre of a semi-circular recess. It is found inside a glass display case on top of a pedestal which raises it approximately to the level of your face.

[...]

We will now move on to the first floor and second piece of art of this tour. The door to the exit is located to your left. Once inside the first section of the neoclassical room move again to your left, descend three steps and you will find yourselves back in the entrance hall. Now move to your right and head straight on for about ten steps, following the sound of the fountain of the Nymph Aurisina that is

located to your left. Once you have passed the fountain and the two columns positioned on the steps in front of it, turn left and go up three steps. You are now about to reach the first floor via the spiral staircase, the handrails of which are dressed in velvet.



Module 4

Unit 6: AD directions

Task 3

Aim(s):

- Learners can use strategies for formulating AD of directions regarding museum layout, spaces, auditoria, lobbies, etc.

Grouping: individual, pairs or groups.

Approximate timing: 4 hours.

Development:

1. In a museum, learners select a number of items in different rooms and on different floors. Each individual, pair or group selects a different set of objects.
2. Starting from the museum hall, learners write down directions linking each item (but they do not describe the selected objects).
3. A blindfolded volunteer is guided aurally through the museum and points out whether the directions are clear. The authors of the direction script notes down the comments.
4. Directions are revised according to the feedback given by the blindfolded volunteers.
5. Final discussion: learners assess and compare the different formulations of the directions, and try to decide which are more and which are the least effective.

6. Learners prepare a document with the best strategies to give directions.



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