TACTILISE
ALEKSANDRA KOZAWSKA

Tactilise is an inclusive platform which empowers the visually impaired, their teachers and guardians to create and share interactive audio-tactile content using rapid prototyping technology and augmented reality.
Based on an idea that simple vector shapes and silhouettes can be easily raised into tactile graphics, Tactilise does not require any 3D modelling skills to achieve three-dimensional results which can be further modified by other users.
In this way, Tactilise supports open-knowledge exchange in the dispersed community of professionals, parents and the visually impaired by providing them with a tool to create and share digital content in a tactile way.

Empowers the visually impaired, their teachers and guardians to create and share interactive audio-tactile content.

TACTILISE

- Alternative to expensive and labour intense specialist educational aids.
- No 3D modelling skills required.
- More emotional and personalised experience with targeted audio descriptions.
- Access to expert community and model database.
- Accessible interface compatible with voice-over.

Scenario 1: EDUCATION
Sighted User / QTVI Teacher

Why?
Alison is a Qualified Teacher working with the visually impaired. She spends a lot of her time making and adapting specialist resources for her VI pupils on her own.

How?
Tactilise helped Alison to plan the science lesson and provided a tactile model that she was able to easily modify and voice-tag. Thanks to printing it in pieces, her students could interact with the model and discover possible particle combinations.
The model then fed back to the community.

Why?
James is a visually impaired young adult with limited short vision. He enjoys drawing and but he can only see the details of his art. He has a visually impaired grandfather he wish he could share his work with.

How?
Tactilise enables James to create a personalized 3D audio-tactile graphics even out of complex drawings that he can share with his family and friends. Recorded voice gives to the audio-graphics more emotional and personal value.

Scenario 2: ART & FUN
Visually Impaired Users