



Social Justice Watcher

SIPI

SOCIAL INNOVATION PROJECT INCUBATOR

2024

In Justice We Act.



Social Justice Watcher

SHARED DAWN

In Justice We Act.



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MISSION

**Break the shackle of
“STIGMATIZATION”!!!**



INITIATIVES

PART I : MY ENCOUNTER WITH A YOUNG WOMAN WORTHY OF RESPECT

Through acting as a volunteer stage director at a drama club for the blind, I met with a special young woman who is blind but works for a mobile game company - for the blind.

Interested about her daily lives and work, I visited her company and made an interview about her living and work.

me as a volunteer



the woman I interviewed





INITIATIVES

PART2:ABOUT OUR INTERVIEW

Many sighted people in the Chinese society have the stereotype that the visually impaired people could only do massage as an occupation.

Because the visually impaired people were raised in an education system that is isolated from the mainstream society, they feel ignored and excluded from the development of the era.

She met countless inconvenience in life. One of the most severe one was her struggle to keep up with the advancement of information technology. and new forms of entertainments. [1]

She and some few well-educated visually impaired people aim to contribute to the break of “stigmatization” laid upon their group through exceeding themselves.



*left: me;
middle: the blind lady I interviewed;
right: the company's manager*

COMPLICATION

FOR THE VISUALLY IMPAIRED PEOPLE:

Lack of chance to engage in the appreciation of art and advanced forms of entertainments.

Their needs and spiritual world not well understood by the mainstream society.

Lack of a social platform that allows for equal interaction between the visually impaired people and the sighted people.

FOR THE SIGHTED PEOPLE:

Prejudice to the visually impaired people about their potential.

Social Exclusion[2]

TARGET POPULATION

THE VISUALLY IMPAIRED PEOPLE:

educated/desire for education

passionate about art

want to engage in the world of modern technology

THE SIGHTED PEOPLE:

willing to care for a social minority group

have an interest in the visually impaired people's world

SIGNIFICANCE

FOR THE VISUALLY IMPAIRED PEOPLE:

More chance to engage in the appreciation of art.

Better understood by sighted people through interactions and special designs of art.

Attach to more online resources that are well fitted to themselves.

More accepted in the mainstream society.

FOR THE SIGHTED PEOPLE:

Have more initiative to understand the world that the visually impaired people are living in.

Reflect on the social prejudice for the visually impaired people.

Have a deeper understanding of “equality”.

Raise the awareness to promote the living standard of the visually impaired people.

SOLUTION

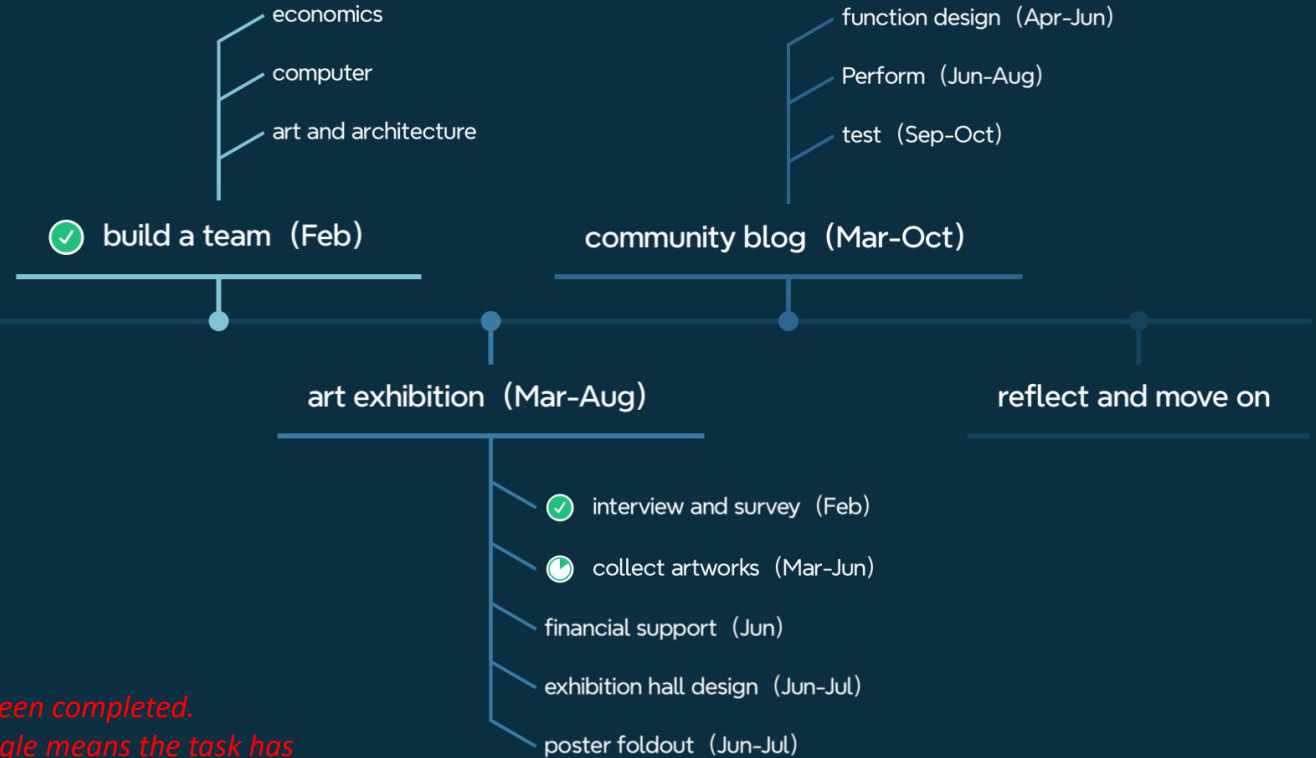
PART1:A COMMUNITY BLOG ON ONLINE GAMES

where the online game fans, both sighted and visually impaired could share their knowledge and accumulation on online games to other people.

PART2: MULTI-SENSORY ART EXHIBITION

incorporating multi-sensory design, so that both the sighted and the visually impaired people could take part in the viewing of art.

TIMELINE/PROJECT CYCLE



Note:
a "✓" means the task has been completed.
a pie chart with a green angle means the task has started but not yet finished.

INNOVATION

PART I: THE ART EXHIBITION

(1) World's attempt in building multi-sensory museums has not yet become widespread. [3]

(2) Chinese first touch museum will be open to the public later this year. (The photo records will be presented in the evidence/photos section)

(3) Both the visually impaired people and the sighted people could engage in the appreciation of art at the same time.



the building of the China Library for the Blind

INNOVATION

PART2:THE WEBSITE

Although social platforms nowadays contain plentiful visually impaired users, the sighted people in China don't always realize their presence.

(1) Removes the barrier of knowing blind users' presence in a social platform

(2) A platform where sighted people could learn more about the visually impaired people's potential.

(3) Ranking list and a integrating system will provide an incentive mechanism that prompts people's participation of recommendation of games.

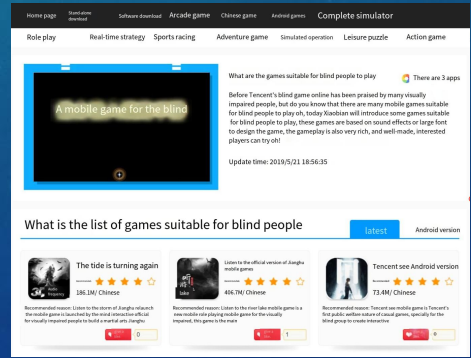
(4) A classification system that serves the need of different levels of visual impairments.



a foreign website that gathers games for the blind



a foreign website of online communities



a lack of mobile games available in China



SOCIAL IMPACT

PART I: THE ART EXHIBITION

The students, teachers and parents from my school, the No.4 Middle School, the No.11 Middle School, and the High School Affiliated to Renmin University of China ranging from 7th grade to 12th grade would be invited to engage in my art exhibition.

I will also invite the physical disabled members from the “the Sisters of Disabled” Alliance(a social public welfare association) to come to the exhibition.

I will send invitation to school for the visually impaired to come to visit the exhibition.

In total, the target would cover mainly students and adults, of the sighted, the visually impaired, and other forms of physically disabled.

PART 2: THE WEBSITE

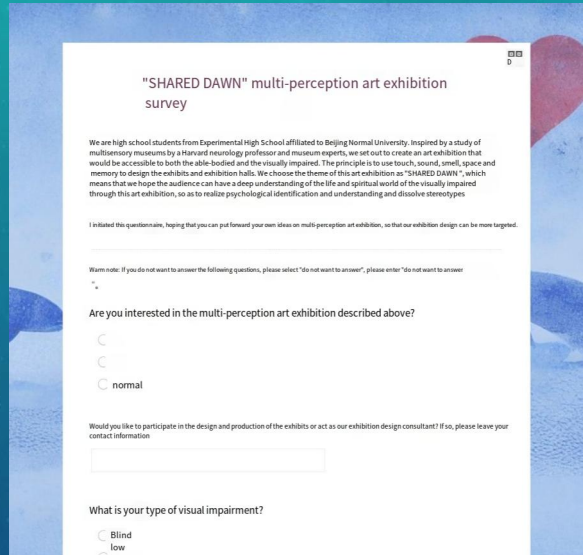
The website will be posted on the most influential social media platforms both in China and abroad, such as Xiaohongshu, Bilibili, Youtube.

I will also post the website in the social media platform designed for the visually impaired people in China, “the Joking Community”.

In total, both the visually impaired people and others are able to make use of the platform.

EVIDENCE/PHOTOS

The online survey questionnaire I designed
(translated to English to be presented):



"SHARED DAWN" multi-perception art exhibition survey

We are high school students from Experimental High School affiliated to Beijing Normal University. Inspired by a study of multisensory museums by a Harvard neurology professor and museum experts, we set out to create an art exhibition that would be accessible to both the able-bodied and the visually impaired. The principle is to use touch, sound, smell, space and memory to design the exhibits and exhibition halls. We choose the theme of this art exhibition as "SHARED DAWN", which means that we hope the audience can have a deep understanding of the life and spiritual world of the visually impaired through this art exhibition, so as to realize psychological identification and understanding and dissolve stereotypes.

I included this questionnaire, hoping that you can put forward your own ideas on multi-perception art exhibition, so that our exhibition design can be more targeted.

Warm note: If you do not want to answer the following questions, please select "do not want to answer", please enter "do not want to answer".

Are you interested in the multi-perception art exhibition described above?

normal

Would you like to participate in the design and production of the exhibits or act as our exhibition design consultant? If so, please leave your contact information

What is your type of visual impairment?

Blind
 Low

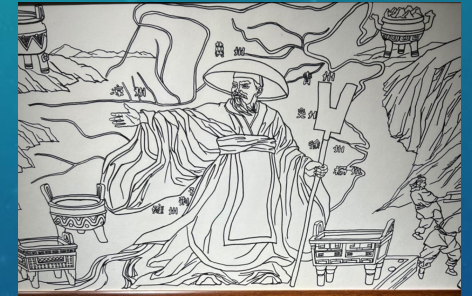
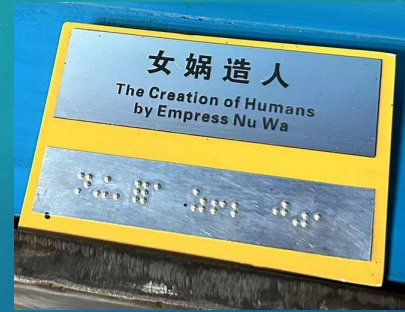
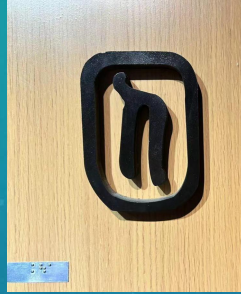
Interview and visit in the mobile game company for
the blind:



In Justice We Act.

EVIDENCE/PHOTOS

The photo records made during my study and survey in the Touch Museum in the China Library for the Blind (not yet opened to the public)



REFERENCE

- [1] Guo Qi. *Research on Employment Barriers and realization Path for disabled Persons in the Information Society*.2024. Jilin University,MA thesis.
- [2] Zhang Xuehui. *Research on action strategies to eliminate social exclusion of visually impaired persons*.2020. South China Agricultural University,MA thesis.
- [3] Levent, Nina, Pascual-Leone, Alvaro *The Multisensory Museum Cross-Disciplinary Perspectives on Touch, Sound, Smell, Memory, and Space* Zhejiang Zhejiang University Press 2018Print