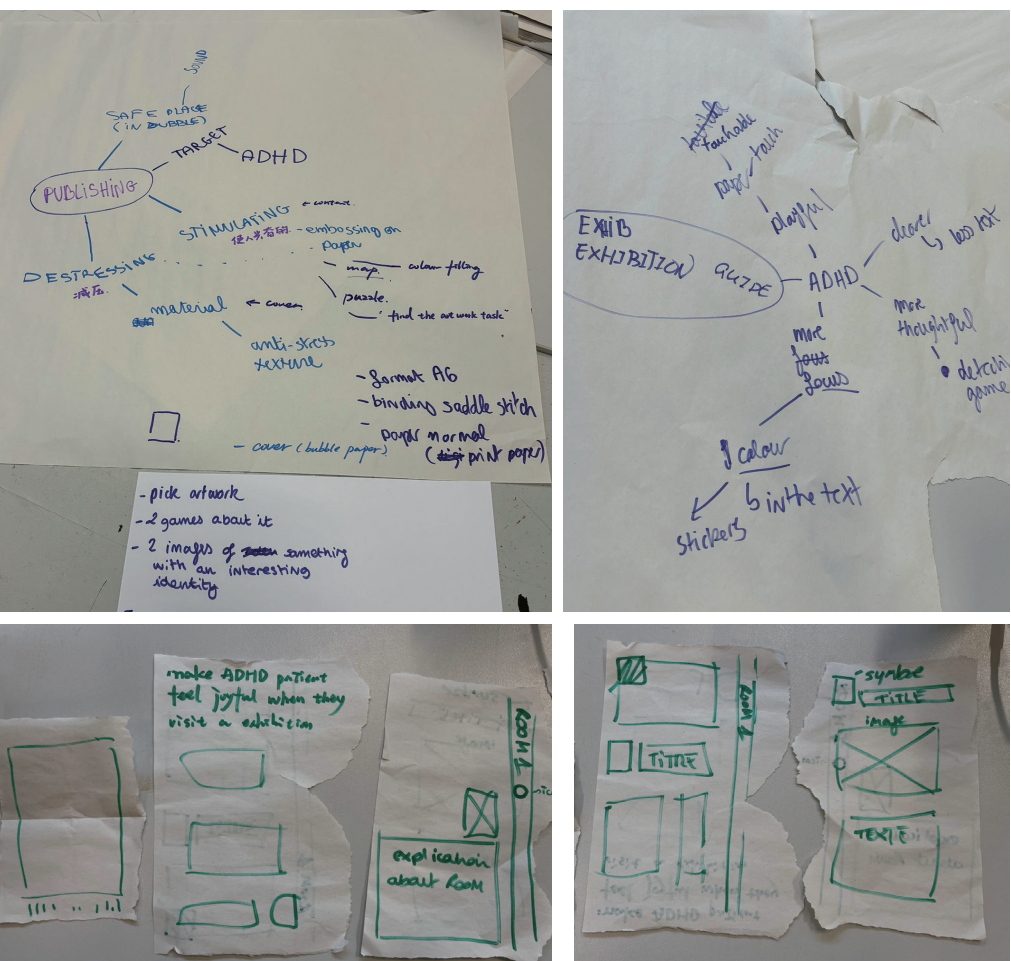


Group mind maps & discussions

-Exhibition/ADHD people/ Joyful

The initial idea was to make a guidebook for a specific exhibition (Tate museum), in which there would be a game for each room that would allow people with ADHD to participate and enjoy the exhibition.



My Initial ideas



<https://spruethmagers.com/artists/otto-piene/>

Light Room (Jena) Otto Piene
Space

1. Perforated wall, illuminated (immobilised)
2. rotatable light-emitting device placed on the floor
3. with coloured light beams
4. no music

For ADHD /game

1 Give them a small checklist of different light effects (e.g., “Find where the light makes a rainbow,” “Find the brightest spot,” “Find where the shadow is the longest”)._____ Encourages visual tracking

2 ‘5-4-3-2-1’

5 things you see in the light room.

4 different images/textures

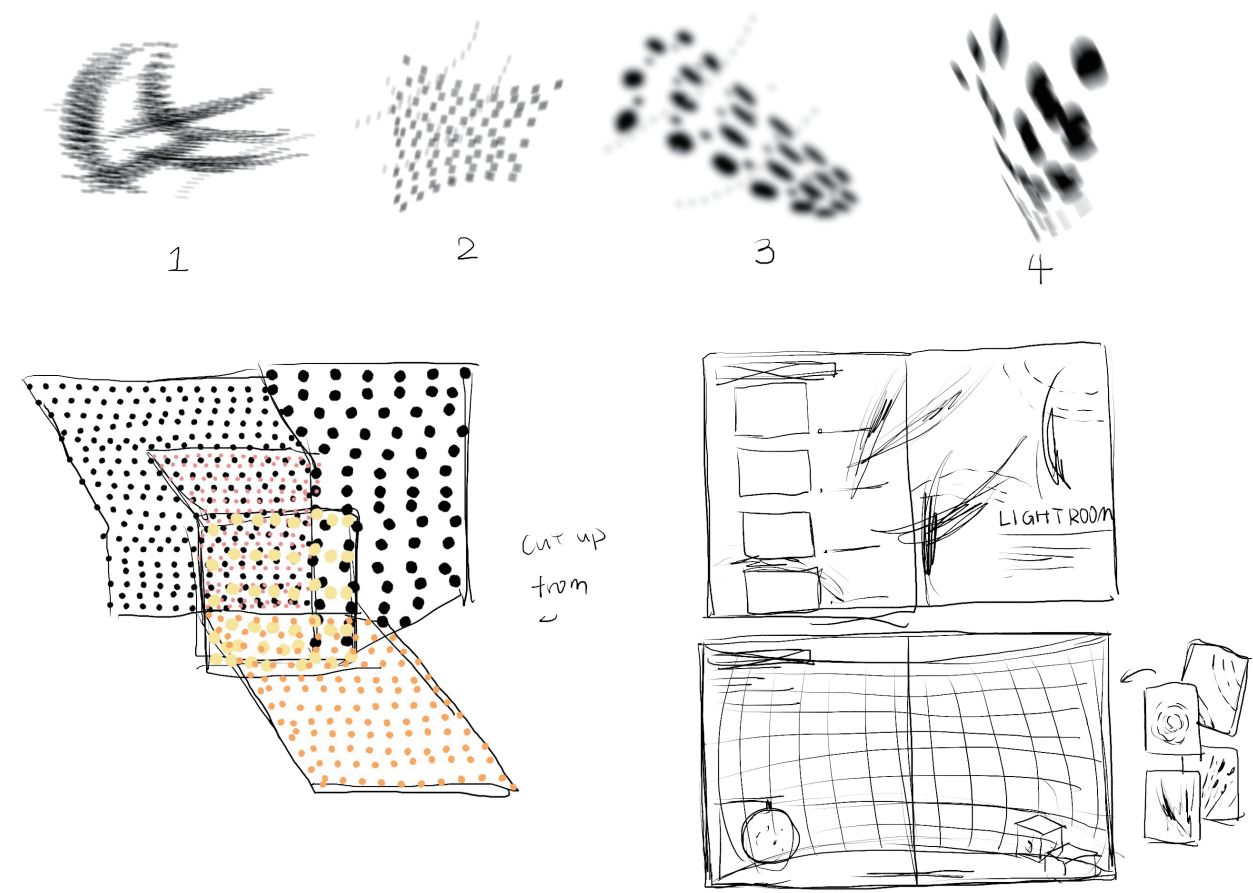
3 different colours.

2 positions that can interfere with the movement of light.

1 deep breath to reset._____ Helps with mindfulness and attention regulation.

3 Mock up this space on paper by designing several pieces of paper with light textures and having them observe them in the light house to find where the patterns on the pieces of paper correspond to the light room.

My Sketches

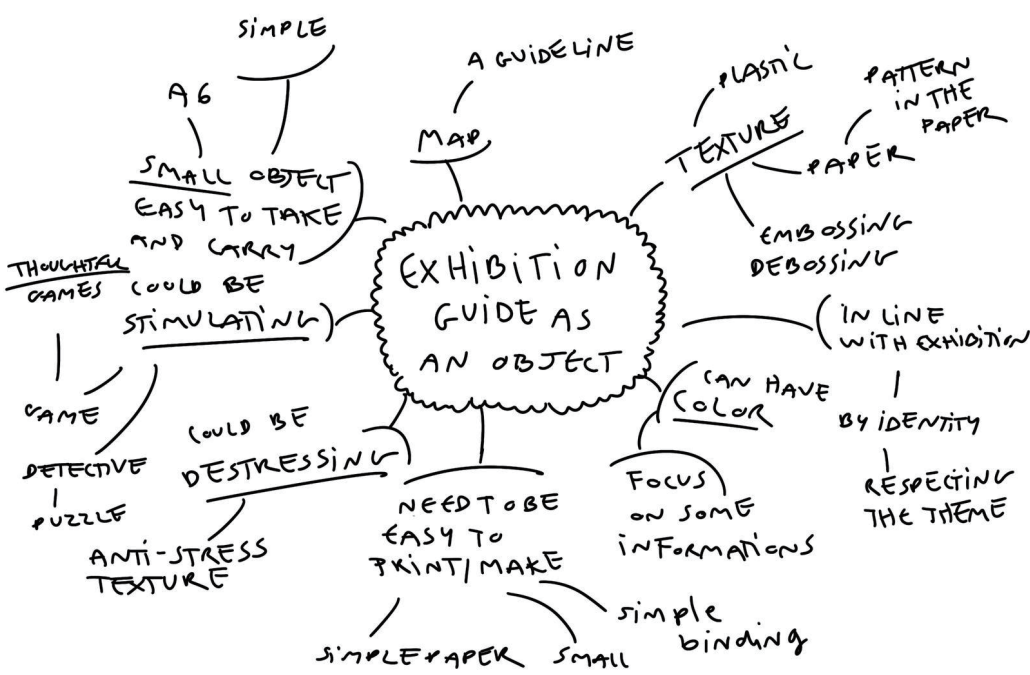


Then we got feedback on Wednesday

We need:

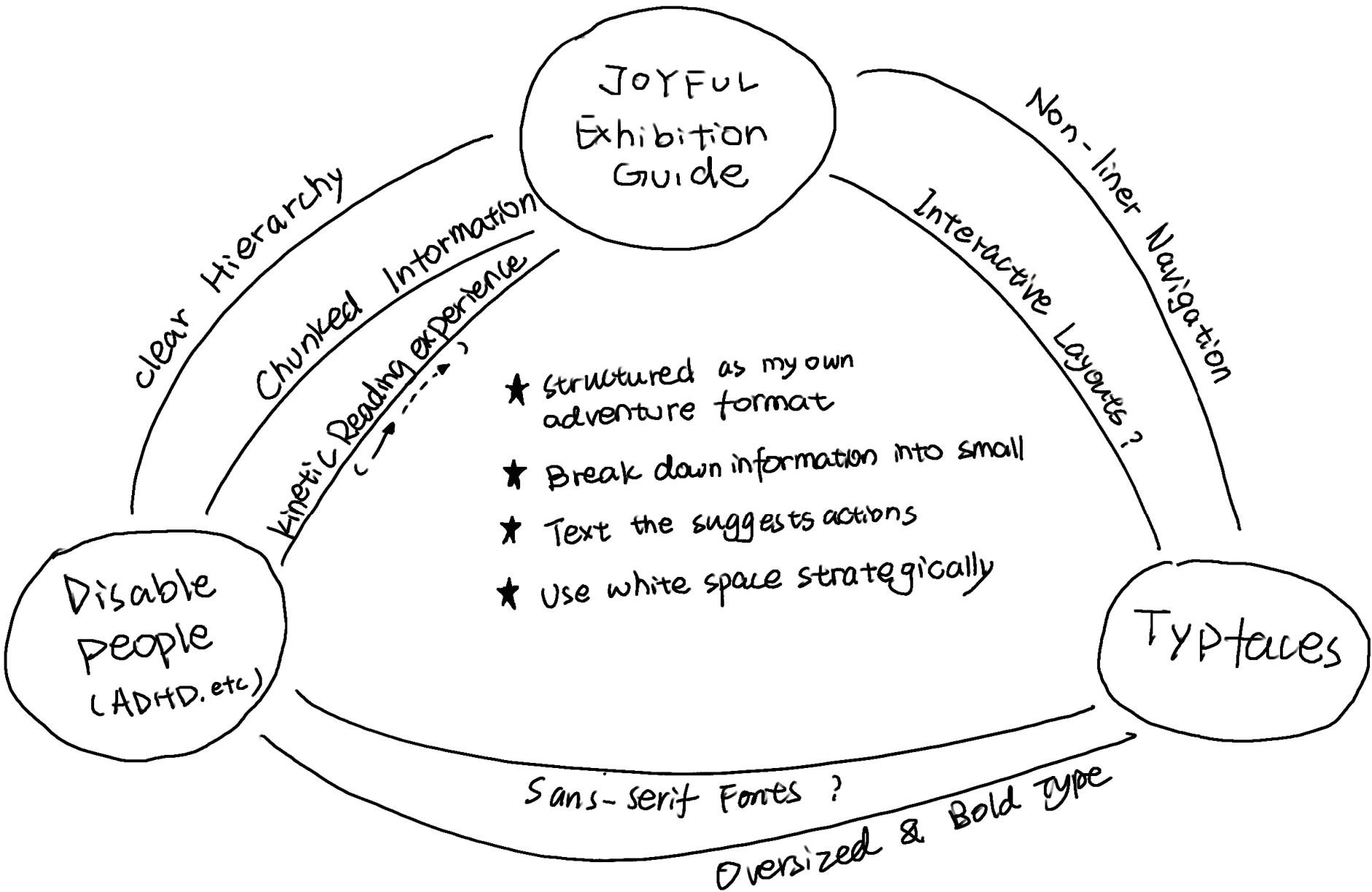
1. Focus on **Exhibition Guide**
2. Consider **Tactility, Color, Material...**(more experiment)
3. For the guide content, need **Clear Structure**
4. Game in productive way, **Detective**, track
5. Experimentation with games: **Play With Paper**
6. Create 1 identity for the pages (font, layout)
7. **Avoid Childish** creation, reductive, disrespectful 'funny' vibe toward the exhibition
8. It is possible to **Try Different Ways of Experimenting** with the same exhibition first. Make a decision on the final direction after the next feedback
9. Find the **References about ADHD** people.

Group mind map



So I choose the Guide and Typefaces to start..

GUIDE & TYPEFACES



Aims:

1. Reduces cognitive overload
2. Encourages movement and play

ADHD people (Cognitively Disabled or Neurodiverse) — Guiding the audience to read the guide with ease

- Visually Impaired People
- **Dyslexic Readers**

MY REFERENCE

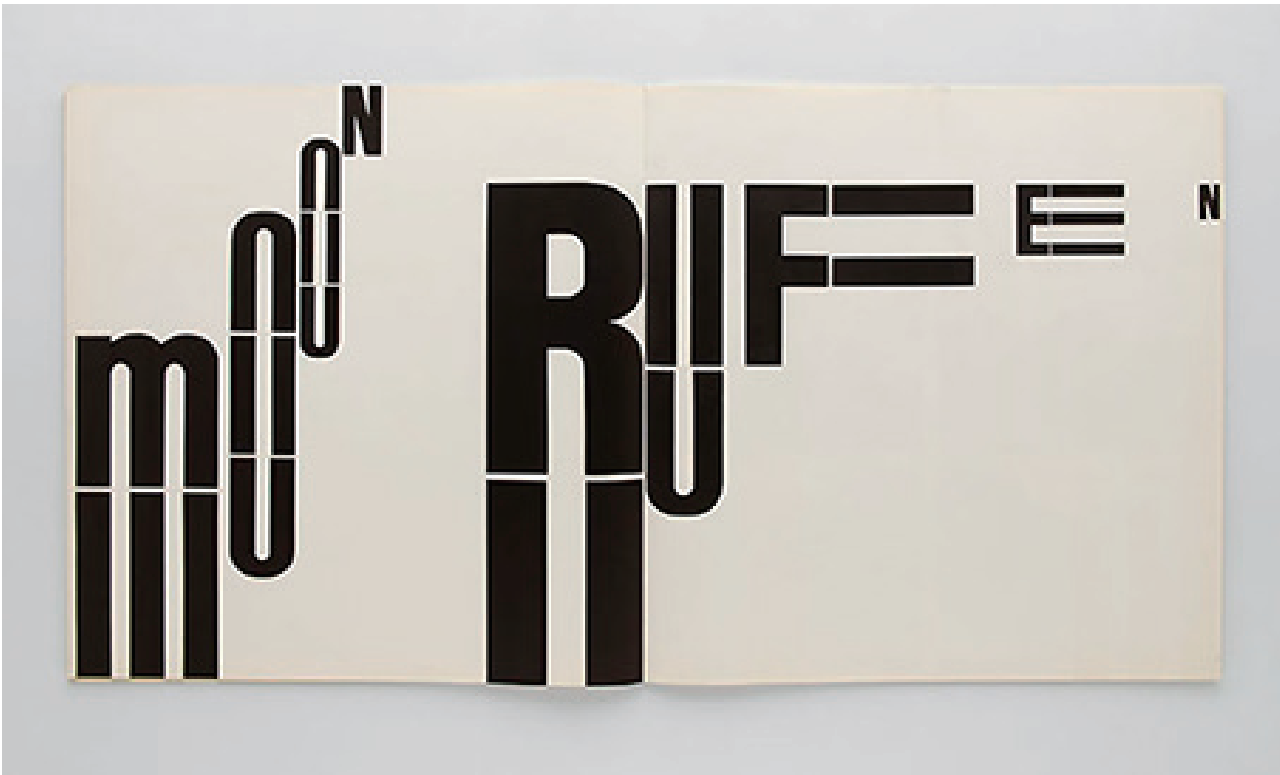
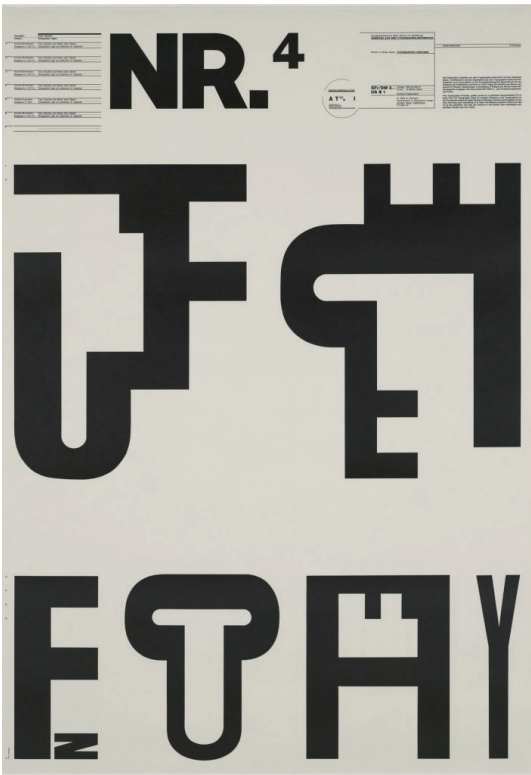
Karel Martens



<https://www.itsnicethat.com/features/karel-martens-re-printed-matter-graphic-design-020920>
<https://medium.com/@amberbravo/dutch-master-karel-martens-and-the-power-of-restraint-a272615b5099>

MY REFERENCE

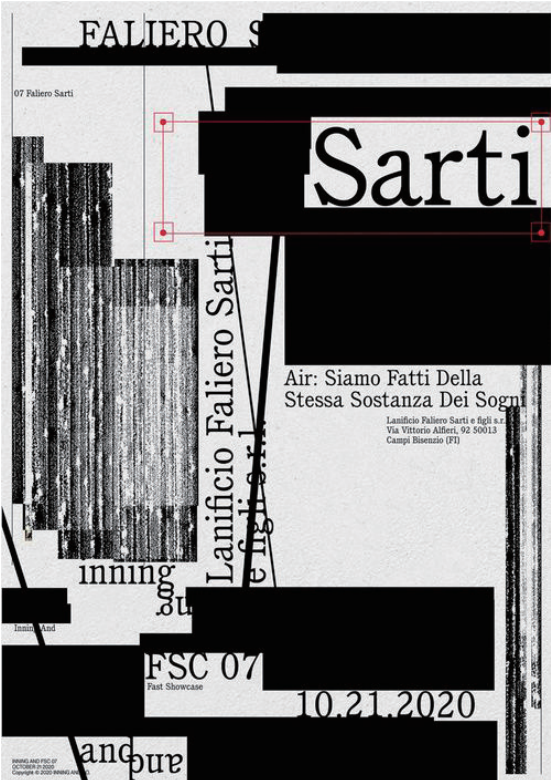
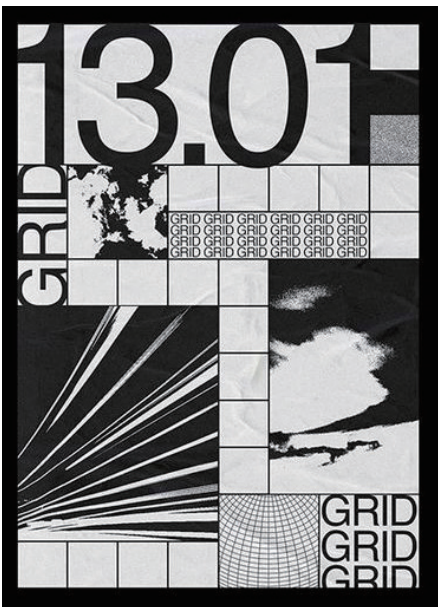
Wolfgang Weingart



Black and White

MY REFERENCE

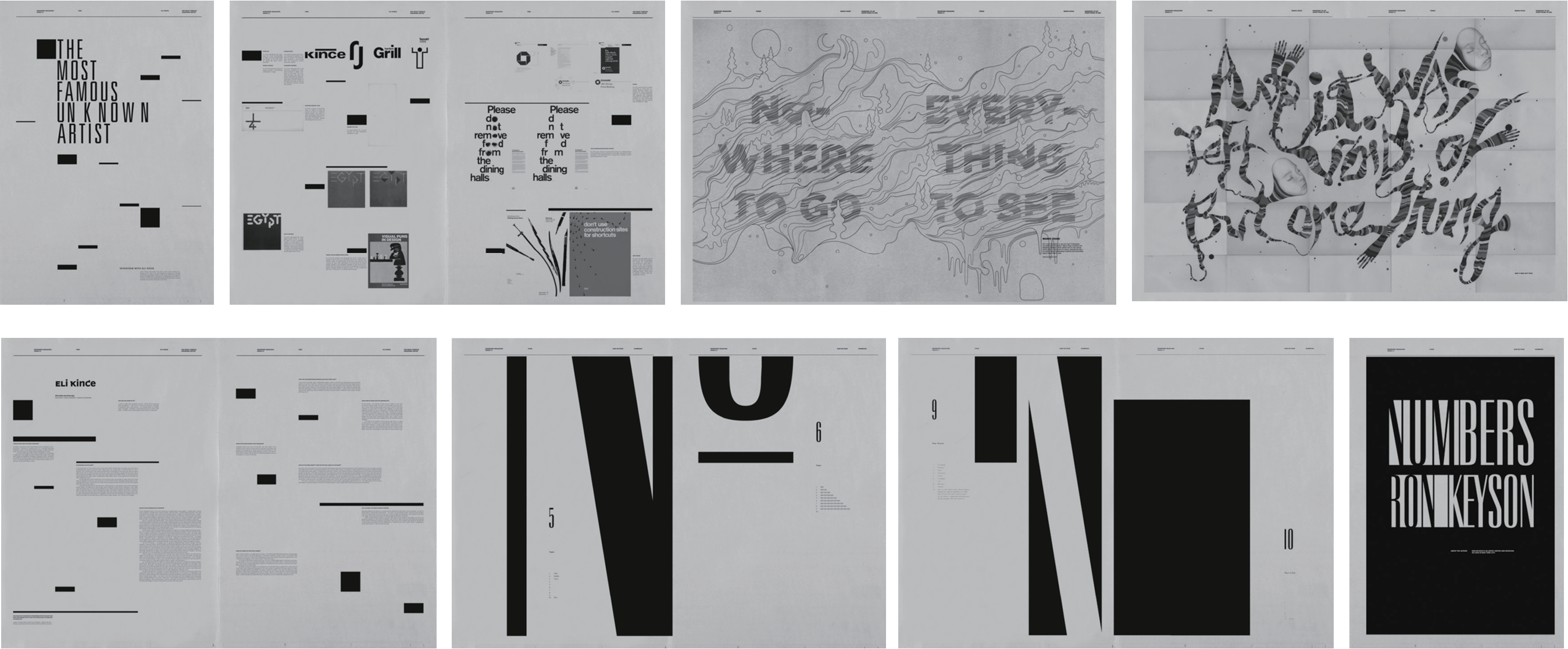
From Pinterest



Large black blocks

MY REFERENCE

New Work Magazine



<https://www.newworkmag.com/issue1.html>

Oversize font

MY IDEAS

Required Information

- 1. Room number
- 2. Author
- 3. 3 Key words
- 4. Introduction
- ..

Partially follows the guidelines, but also retains some of the design feel

Dyslexia–Friendly Style Guide:

Fonts:

Avoid italics
Avoid ALL CAPS
Body text size should be around 14pt
Use bold & color text for emphasis
Typefaces:

Use sans–serif typeface such as SF Pro
Use a typeface in which each letter is distinguishable, such as distinguishing between ‘I’ and ‘L’ as well as ‘1’
Headings:

Font size at least 20% larger than the body text
Ensure hyperlinks look different from headings and body text
Writing Style:

Avoid long text
Avoid news ticker and rotating text
Use bullet points and numbering
Avoid hyphens and em dashes
Use upper case letters for beginning of each word for # (ex:#DyslexicFriendlyDesign)
Structure/Layout:

Include table of contents
Include sitemap at the bottom of website
Use left aligned text
Use around 60 – 70 characters per line
Group related content
Add extra space around headings and between paragraphs
Do not block the ‘Copy text’ feature, as users may be unable to use text–to–speech.
Line/Word Spacing:

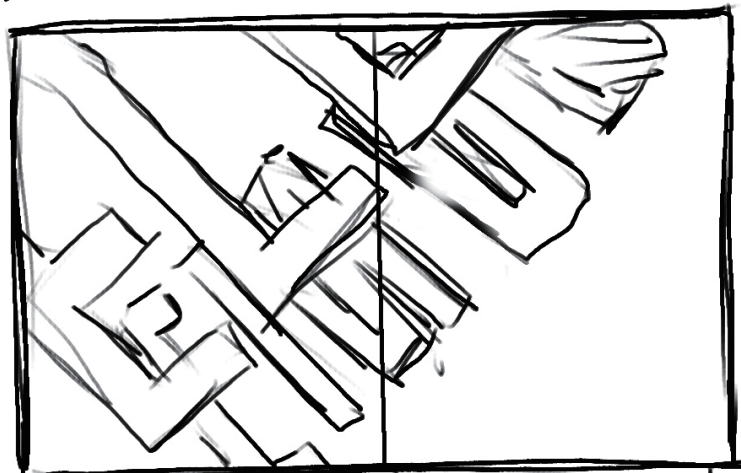
Inter–word spacing (at least 3.5 times the inter–letter spacing)
Larger line spacing (inter–word spacing; 1.5/150% is preferable)
Provide Alternative Formats:

Use visual cues (icons, charts, graphs, videos)
Add infographics
Provide speech–to–text (Dictation)
Provide text–to–speech
Color:

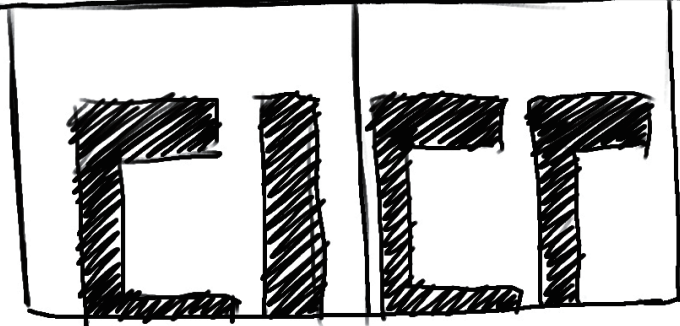
Use single color backgrounds
Use dark text on a light background
Off–white, pale blue, purple, or cream background is recommended
Avoid bright white background (white #FFFFFF)
Use dark colored text to provide good contrast with background
Avoid distracting background such as patterns or pictures

MY SKETCHES

Format A6

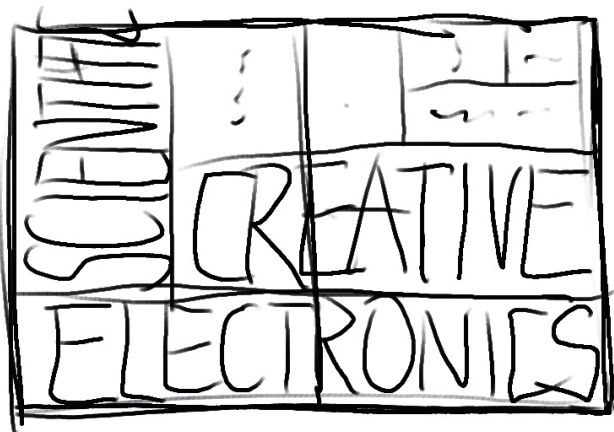
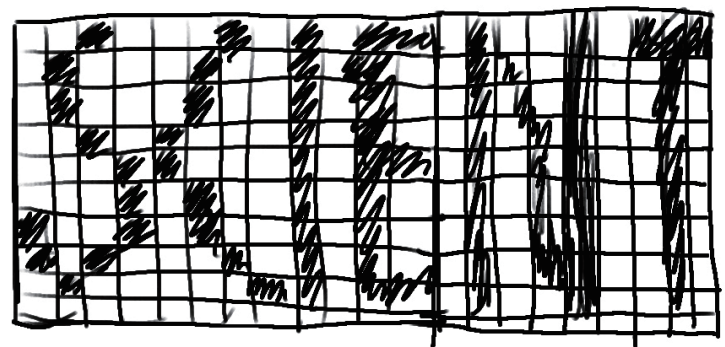


Halt



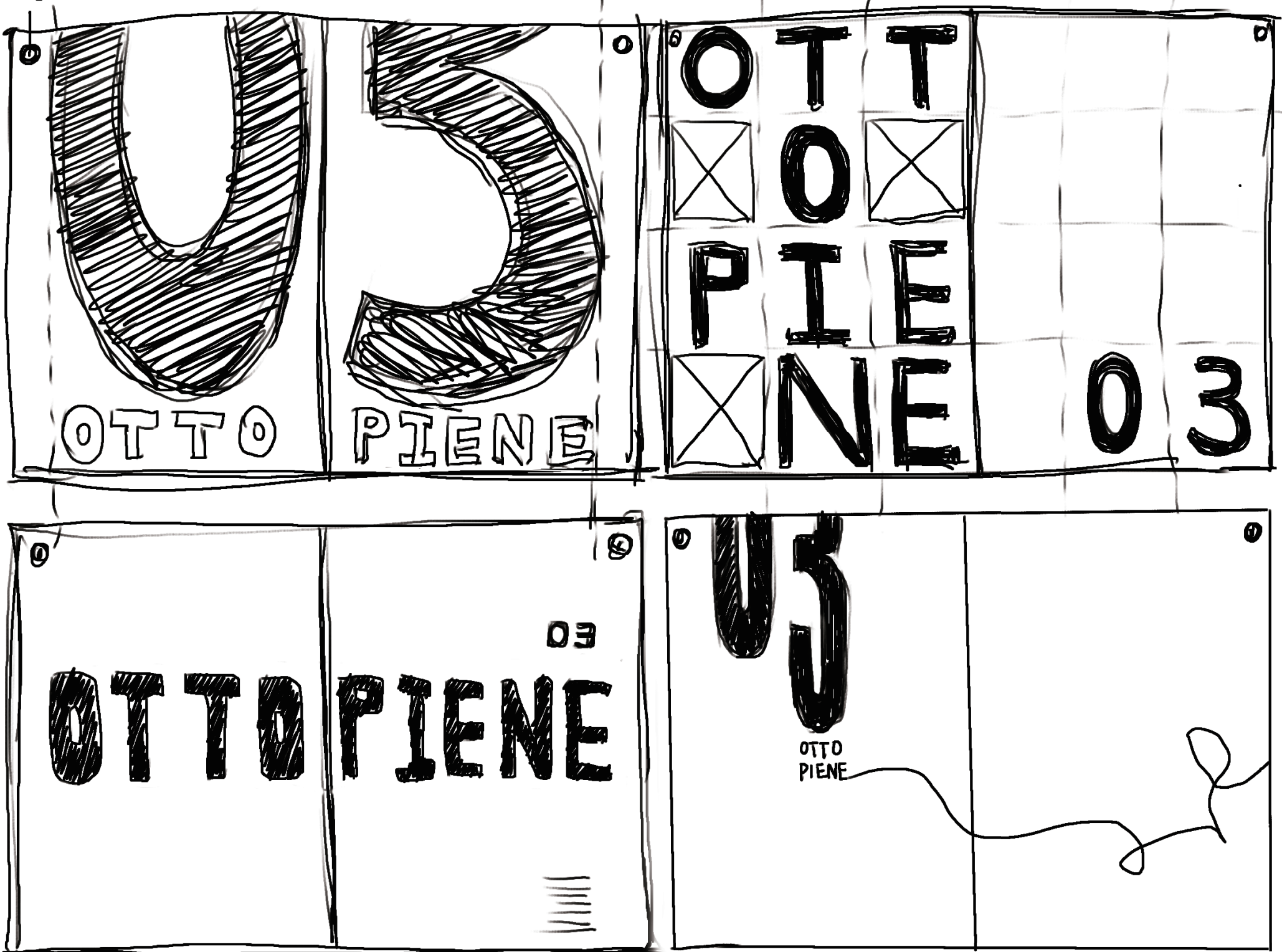
key words : Electronics, Scientific
Creative
(for Introduction)

oversized



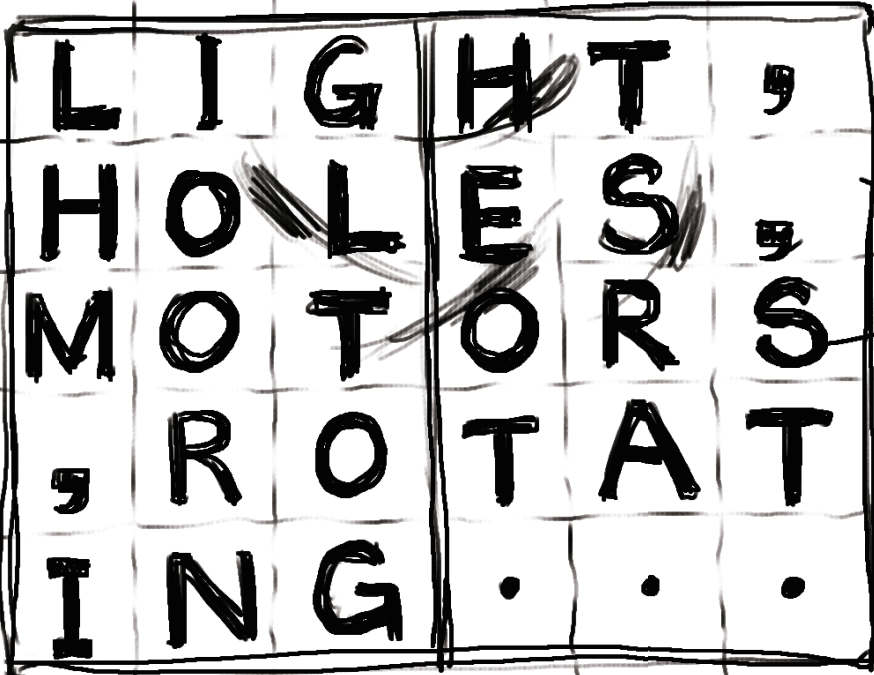
Grid system ?

page number

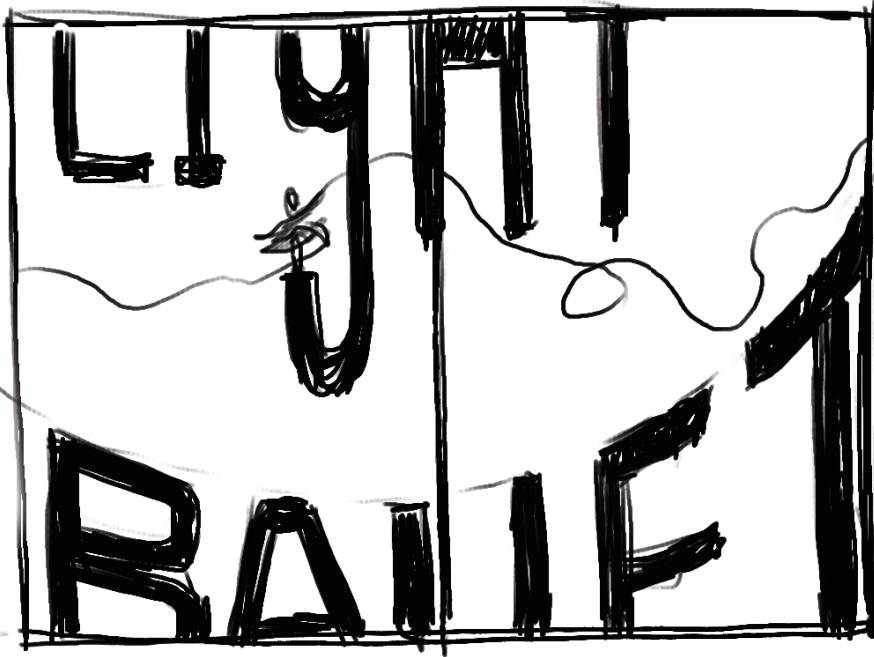
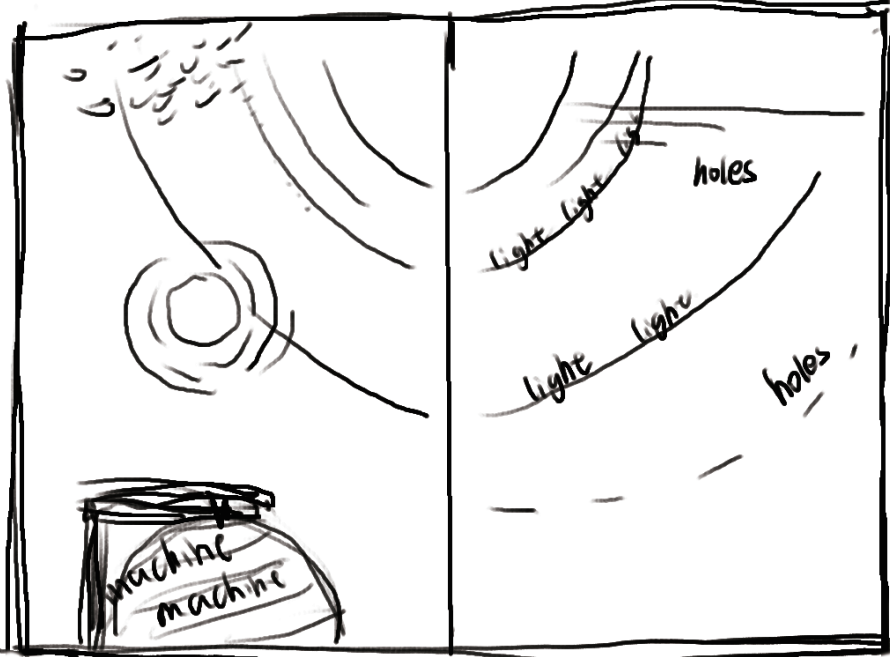


For first page of every room

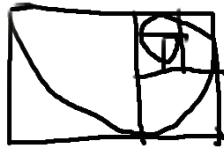
key words like: light, metal screens, discs, motors, electric lights, holes...



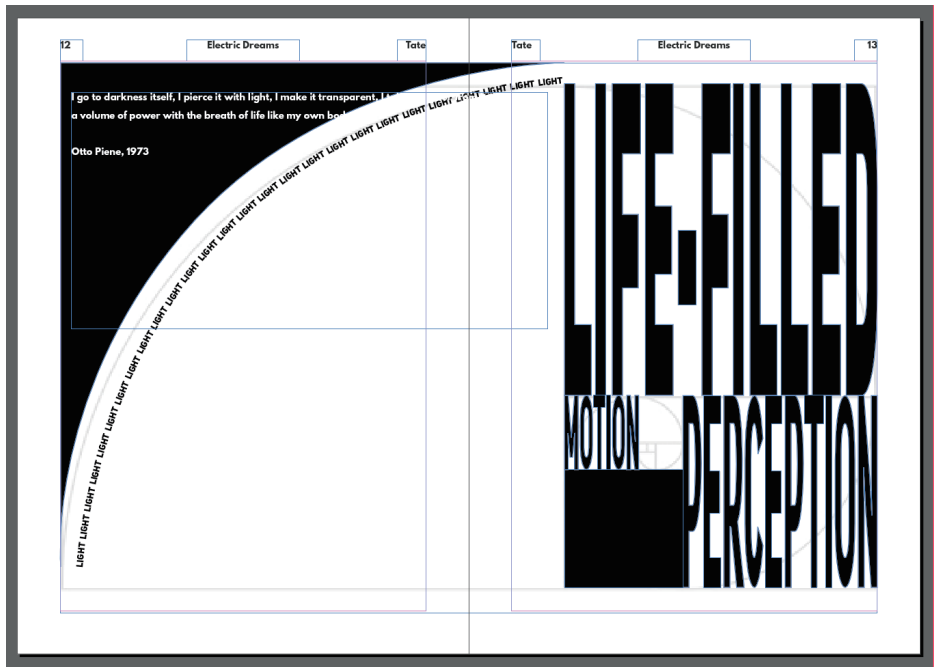
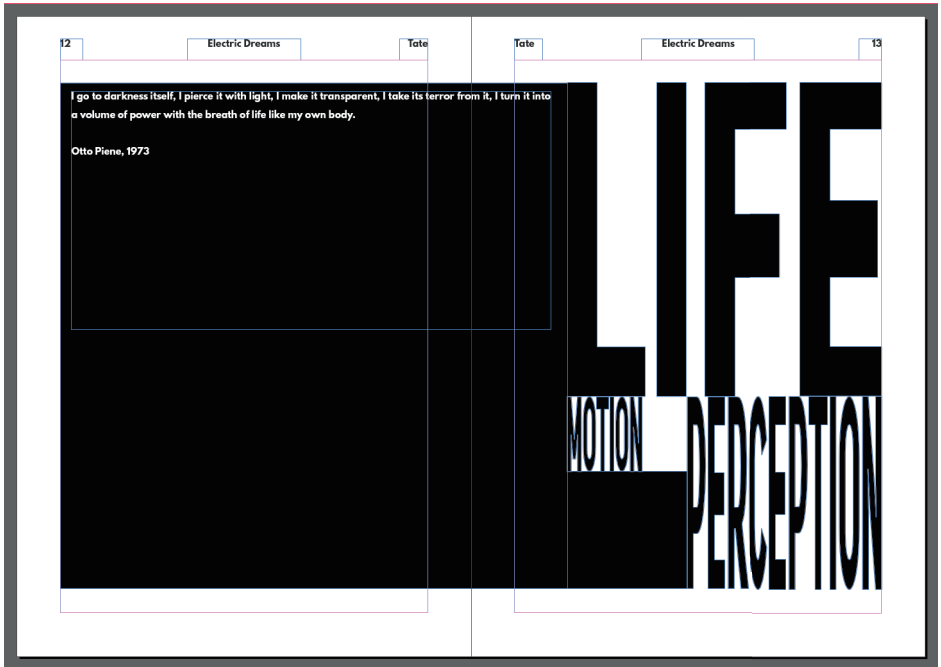
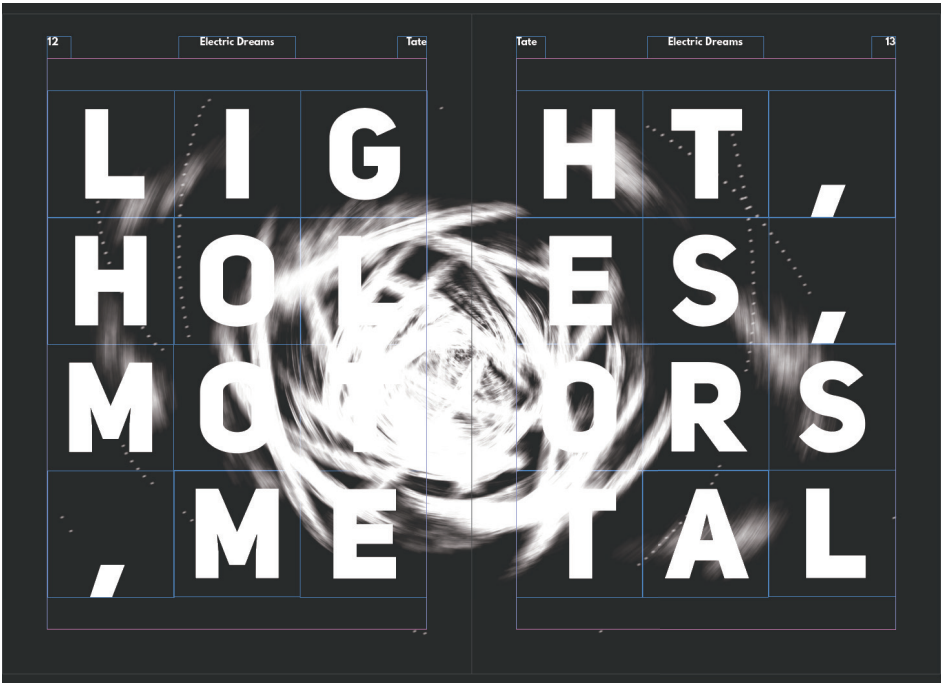
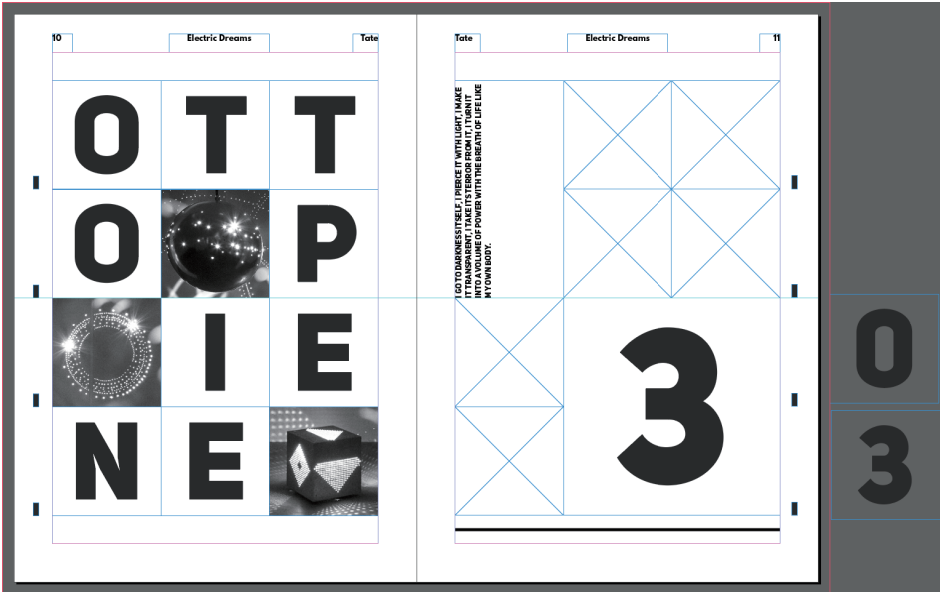
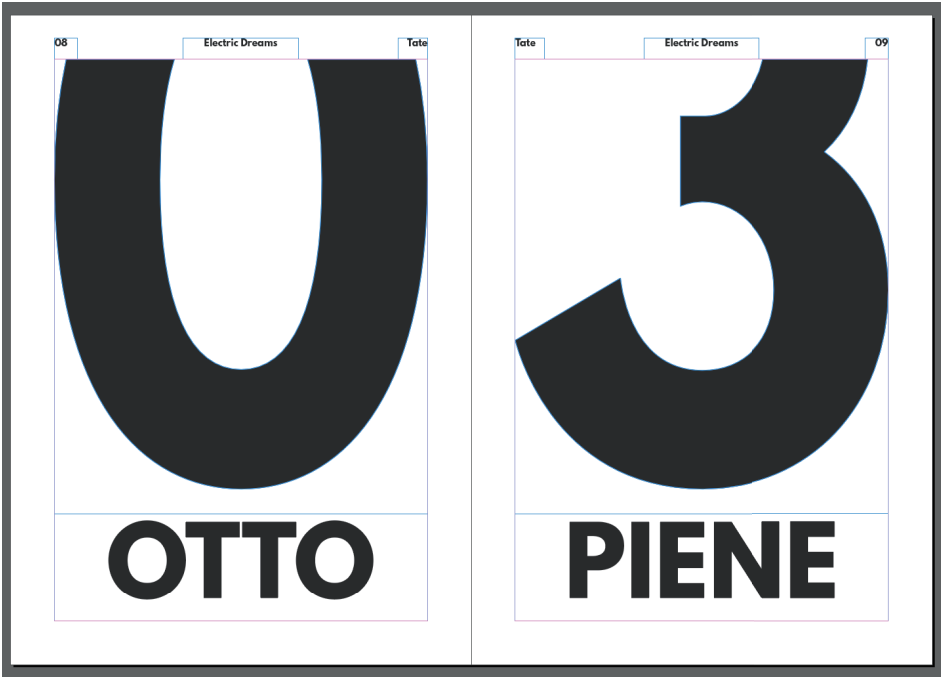
black
white



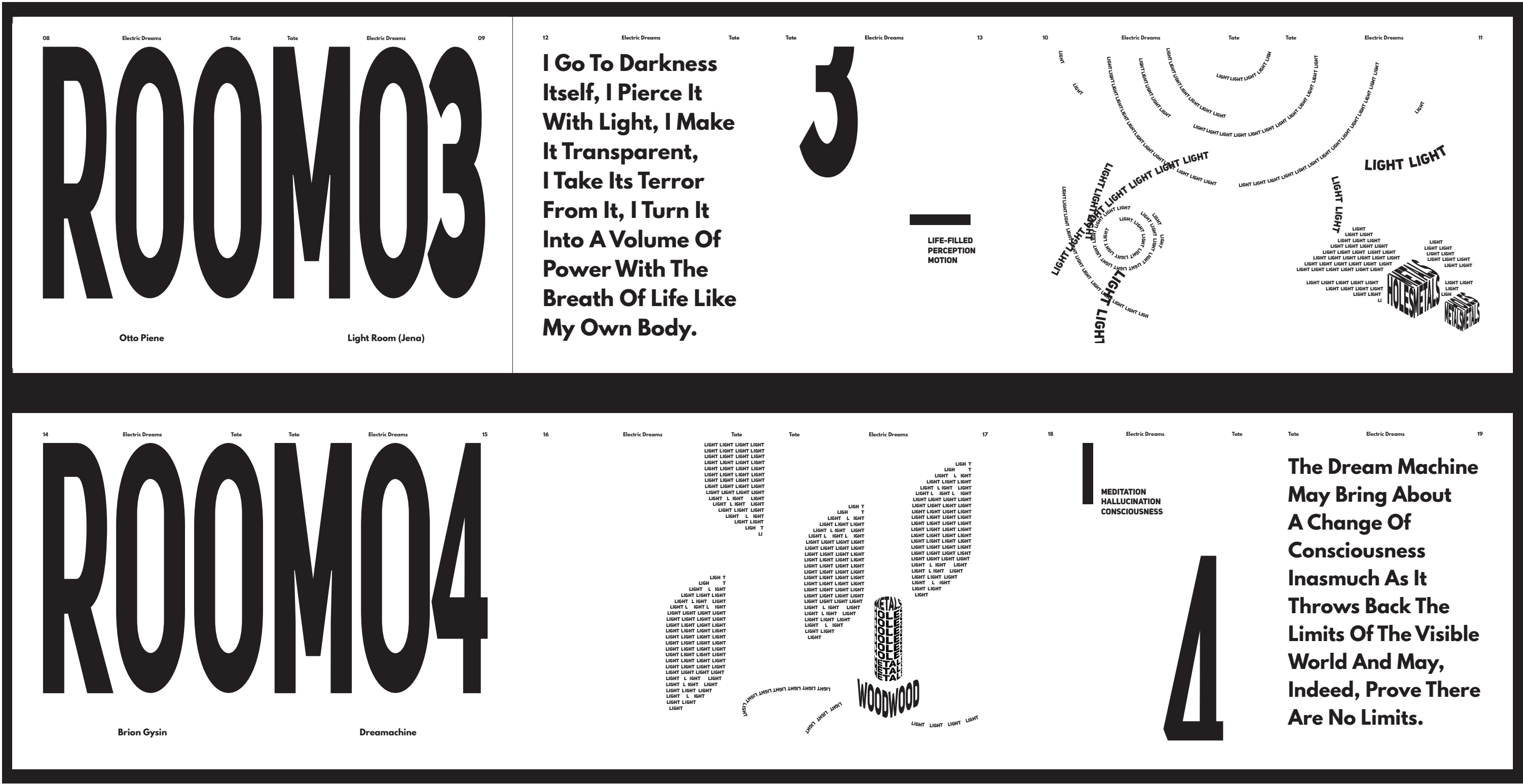
For second (arework) page of every room



MY FLAWED WORK



MY FINAL TYPOGRAPHY



GROUP IDEAS

Charlotte

Yike

Jay

Method of Contextualising

Playing with paper
> targetting visually impaired people

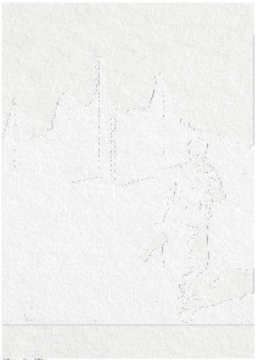
Royal Chambers – Wang & Söderström, Book



Charlotte, Yike, Jay, Yike

Method of Contextualising



Playing with paper
> targetting visually impaired people



Charlotte, Yike, Jay, Yike

Method of Contextualising

Playing with paper
> targetting visually impaired people



Charlotte, Yike, Jay, Yike

Guide & Materials

Method of Contextualising

Doing a detective game
> targetting ADHD

Detective Game

BACK IN THE 1960s
ROOM 9:
DIALOGUES WITH THE MACHINES

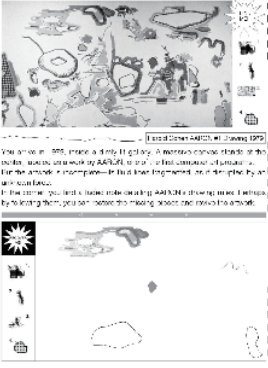
You are a **digital archaeologist** from the future. Due to temporal disruptions, some key **computer art** pieces have **"disappeared"** from history. To restore the past, you must travel back to the **1960s and 1970s**, visiting different moments in **Gallery 9**. Along the way, you will interact with artists, scientists, and computer engineers, **solve puzzles**, and "reconstruct" these lost works.

Charlotte, Yike, Jay, Yike

Method of Contextualising

TASK 1: AARON #1

ILLUSTRATE HOW YOU THINK AN IMAGE GRADUALLY APPEARS DURING COMPUTER RENDERING.




Charlotte, Yike, Jay, Yike

Method of Contextualising

TASK 1: AARON #1

ILLUSTRATE HOW YOU THINK AN IMAGE GRADUALLY APPEARS DURING COMPUTER RENDERING.




Charlotte, Yike, Jay, Yike

Method of Contextualising

TASK 2: Random 63

In 1969, at the Amsterdam Art and Technology Exhibition, **Bonaldi's Random 63** used mathematical rules to create "random" figures. Now, the artwork has gone dark, except for the first 3 rows still flickering. As a time detective, you must decide the hidden pattern to restore the lost sequence—but beneath the chaos, a deeper secret may await...



The work points to Bonaldi's critique of the role of true randomness in computer art. He argued that "maximal originality", or disorder created by random selection, could never surpass human creativity. Instead, Bonaldi believed in using pseudo-randomness, which may appear random to the viewer while still conveying meaningful information and maintaining its aesthetic value.

To demonstrate this, he arranged the bulbs in Random 63 in a pattern generated by a mathematical function known as a Galois field. In Bonaldi's view, visualising a mathematical principle with the work's layout counters the meaningless

Charlotte, Yike, Jay, Yike

Guide & Games

Electric Dreams: Art and Technology Before the Internet



Electric Dreams: Art and Technology Before the Internet

Electric Dreams: Art and Technology Before the Internet



Electric Dreams: Art and Technology Before the Internet

Electric Dreams: Art and Technology Before the Internet



Electric Dreams: Art and Technology Before the Internet

Electric Dreams: Art and Technology Before the Internet



Electric Dreams: Art and Technology Before the Internet

Electric Dreams: Art and Technology Before the Internet



Electric Dreams: Art and Technology Before the Internet

Guide & Colors

GROUP FEEDBACK 18/02

Recap & Next Steps

Good project overall, but we now need clear references and more research on sensory maps, the spoon theory, and ADHD to build a strong foundation.

Feedback:

- Consider the cost of creating a guide for a temporary exhibition—**reduce expenses**, focus on sustainability.
- Design the exhibition to be engaging, not draining: keep it joyful, simple, and **easy to understand**.
- Look into dyslexia-friendly typefaces (many are expensive—should we find a free one or create our own?).
- Start working on the final guides by Thursday (focus on one key point ?) + prepare the overall presentation (need to think about it the workshop we need, laser cut & lasercut for embossing, printing...)
- Choose two guide formats and **stick to the same specs**: A6 size, same paper, black & white, same typeface, same structure, staple binding.

References to Explore (Choose 1 - 2 as Key Inspirations)

- **Wellcome Collection Exhibition**
- The Cult of Beauty Exhibition
- Martin McGrath
- **Spoon Theory**
- Bionic Reading
- Europa
- Finnegan Shannon