

Accessible Virtual Reality

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Project Partners

Funding by

UK Research
and Innovation

From a Real Place to a Virtual Space

Real Place is
MailRail



Photo:
<http://alondoninheritance.com>

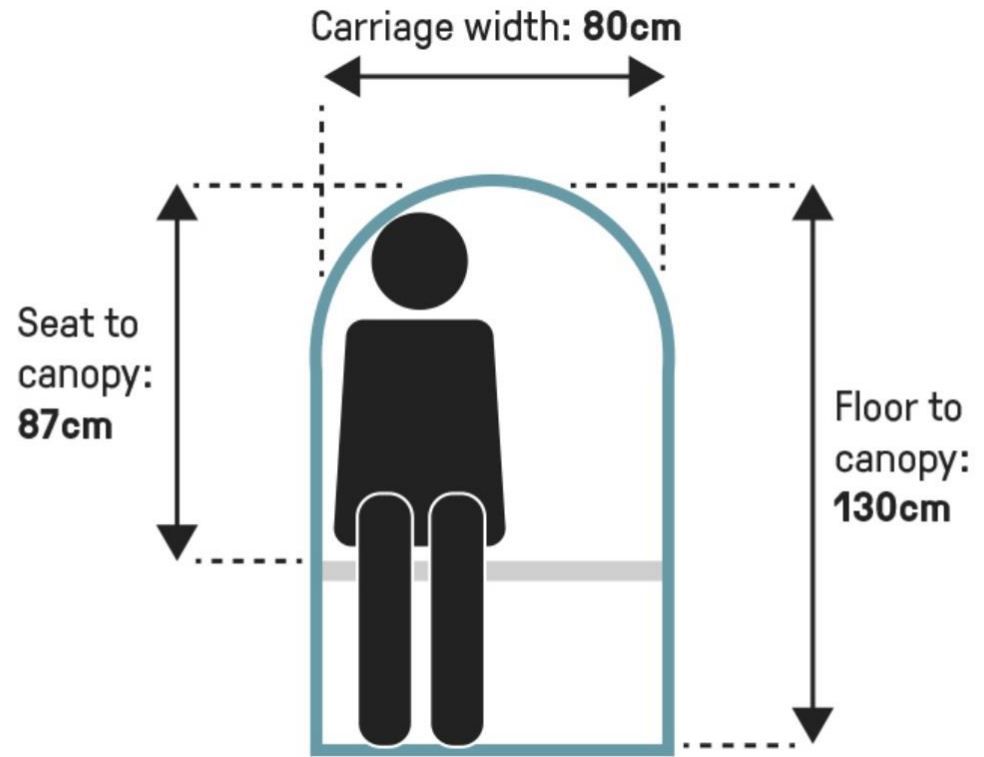
Original users were
mail bags

Disability is in design
of place for **users**

New users are
human visitors

Access problems

No way in



No way
out



Virtual Reality as access solution

VR goggles + laser
scan datasets =

A well planned
solution

But....

What do people want?



People don't want
**“accessible
solutions”**...

...people want
memorable
experiences to
share, now & later

**A journey of
exploration, together**



Narrated journeys in **extended spaces**



Immersive
experiences in
shared, **safe places**



Autonomy in augmented places

Shared experiences,
now



Stories to share,
later



**VR extends where we
all can be & the
stories we can all
share**

Accessible VR is

**Accessible VR is
augmented
awesome
experiences**