Accessibility and the Maker Movement at DC Public Library (DCPL)

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Center for Accessibility, DC Public Library:

Dedicated to making reading, library resources and programs accessible to persons with disabilities by:

- Providing books in alternate formats – audio, e-text, large print and Braille
- Educating public and staff about adaptive technology and disability awareness
  - Demonstration collection of Adaptive Technology (AT)
  - Training on AT and disability awareness
  - Patrons helping patrons – networking, sharing, building community around AT
- Ensuring access to the internet and online resources for patrons with disabilities
- Promoting accessibility
  - Library facilities ADA compliance surveys
  - ASL interpretation contract, CART services, Braille agendas, audio-description services, etc., for library programs & staff with disabilities
  - Accommodation Statement for library programs and services
- Offering programs & exhibits of special interest to the disability community
- Providing a welcoming & safe community space for networking, reading and life-long learning
- Serving patrons of all ages and promoting independence
The Maker Movement

- For everyone
- A trend toward creativity
- Home, maker spaces, schools, museums, libraries
- Maker Media - MAKE Magazine and Maker Faire
Accessibility and the maker movement; Why?

- 40 million people in America with disabilities
  - 12.6% of the American Population

- 647,966 people in the District of Columbia
  - 76,007 Individuals with Disabilities
  - 11.7%
  - hearing, vision, ambulatory and physical

- Continuous growth: 68,830/635,833 in 2013 (10.4% increase) from multiple factors such as aging, health related issues and trauma.

Accessibility and the maker movement; Why?

- Benefits for the disability community:
  - Accessibility
  - Innovation (Opportunity to invent)
  - Inclusion
  - Equity of Access

- Factors:
  - Disability of patrons served
  - Patron needs
  - Environment
Maker Spaces at DC Public Library
(Adaptive technologies, trainings, events and spaces)

- Specialized Adaptive Technologies at the Center for Accessibility
- Adaptive Technology Workstation Lab
  - Demonstration of Adaptive Technologies
  - Adaptive Technology Training Program
  - WVRB recording studio (LOC- NLS standard/ DAISY format)
  - Accessible gaming station
- Digital Commons
  - Dream Lab
  - 80 computers; Modern media courses; creativity courses; lending of high tech tools, espresso book machines
- Labs at DCPL
  - Fab(rication) Lab
  - Studio Lab
A room with work benches, a tool rack, 3D printers, laser cutter, tools, CNC milling machines, wire bender, 3D scanners and laptops.
Studio Lab

24 Track Studio Recording Console
Adaptive Technology Workstations
Maker Events at DC Public Library

- Accessibility Hackathon
  - Created an accessible captcha for WikimediaDC
  - Worked with Benetech and other partners

- Enabled by Designathon
  - Google, United Cerebral Palsy, Tikkun Olam
  - Thingiverse – 3D printed accessibility solutions
Maker Events at DC Public Library

- A11yAccelerator series
- Accessibility CampDC
- DIY Fair for people with and without disabilities
- Job Club
- Maker Monday
- Saturday Technology Training Sessions
- TechEETalk AT fair for cognitive and intellectual disabilities
- Tech Talk Tuesdays
- UMD iSchool Universal Usability – best practices
What next:

- Emerald insight book series: Advances in librarianship (volume. 40); Accessibility for persons with disabilities and the inclusive future of libraries, 2015

- Universally accessible makerspace recommendation to the DC Public Library by UMD ischool
Accessibility Accelerator

- Inclusive Design
- Accessible Media
- AT Training
- Life Skills
- Research and Development
Accessibility Accelerator

- Inclusive Design
  - Universal Design
  - Adaptive Design Association model

- Life Skills
  - Blind Life Skills Training

- AT Training
  - I3support working with RSA

- Accessible Media
  - Wikipedia Accessibility Project

- Research and Development
  - Build a prototype Accessible Information System
Thank You.
Questions? Contact:

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Resources

- AccessibilityCampDC http://www.accessibilitycamp.org/
- Accessibility Hackathon http://dclibrary.org/node/28915
- Benetech discussion on 3D printing, libraries and museums, and accessible education - http://benetech.org/2014/10/15/improving-education-for-all-students-with-3d-printing/
- DIY Fair for people with and without disabilities http://dclibrary.org/node/32825
- Enabled by Designathon http://enabledbydesign.com/
- FabLab DC http://www.fablabdc.org/
- http://makerlibrarynetwork.org/
- http://oedb.org/ilibrarian/a-librarians-guide-to-makerspaces/
- http://www.thingiverse.com/
- Instructables.com http://www.instructables.com/
- Maker Faire http://makerfaire.com/ - events to celebrate arts, crafts, engineering, science projects and the Do-It-Yourself (DIY) mindset.
- Make Magazine - http://makezine.com/ - focuses on do it yourself (DIY) and/or DIWO (Do It With Others) projects involving computers, electronics, robotics, metalworking, woodworking and other disciplines.
- Techshop Arlington http://www.techshop.ws/arlington.html
- Tikkun Olam Makeathon http://www.tomtlv.org/
- UMD iSchool Universal Usability course