

# Advancing Accessibility: Smathers Libraries 360-degree Virtual Tours

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## The Team

A team interested in using digital technologies to create accessible library experiences.

### Library Staff

**Danielle Sessions**, Human Resources Specialist

**Lisa Campbell**, Instruction and Outreach Librarian

**Moxy Moczygemba**, Social Media Specialist

**Samuel R. Putnam**, Engineering Librarian

### Students

**Matt Abramson**, Communications

**Mateo Delgadillio**, Digital Arts and Science

**Charan Kotha**, Computer Science



Charan Kotha and Mateo Delgadillio

## Technology

- Computer
- GoPro Fusion (\$300) with Tripod
- MicroSD Cards
- 3D Vista Virtual Tour Pro (\$499)
- Smartphone

## The Process

1. Met with the **Disability Resource Center** staff to better understand accessibility needs.
  2. Met with the Chairs of each library to discuss accessibility features and barriers.
  3. Determined the areas to make focal points in each library.
  4. Developed **tour plans** for each library, including areas and items to be featured with captions.
  5. Hired **student photographers**.
  6. Shot footage.
  7. Stitched photos using purchased software.
  8. Added captions to photos and record voiceovers.
- Next steps:**
9. **Test usability** with Disability Resource Center
  10. Host link to virtual tour on the Libraries web page and share via social media.

## Accessibility

When we decided to create a 360-degree tour of our spaces, we knew we wanted to **focus on accessibility**. Meeting with staff from the Disability Resource Center (DRC) to discuss the project further enhanced our commitment. DRC staff shared the disabilities most often seen in our students. These are the **invisible disabilities** that often get overlooked such as anxiety, learning differences, and vision impairments.

Empowered with this knowledge, we took walking tours of each library to look at the spaces from a new angle. For our tour, we highlighted physical access, places for quiet study, scanners that can be used to enhance text for visibility, and other features that address invisible disabilities.

For our part, we are working to increase the **accessibility of the virtual tour itself**. The text windows will feature an audio option, and there are videos that demonstrate featured technology.



## Acknowledgements

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