

Project Pitch Idea:

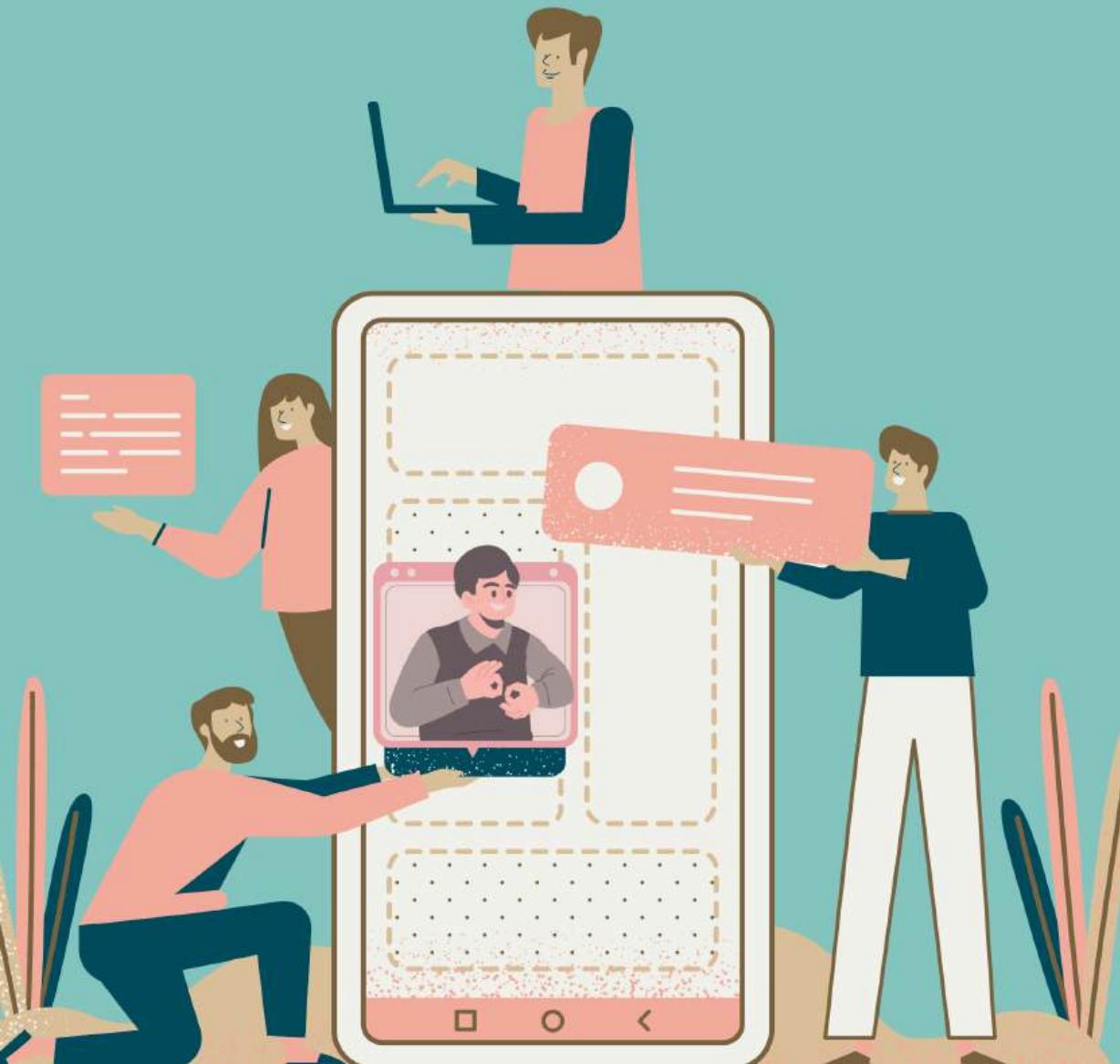
# AN IRISH SIGN LANGUAGE ART MUSEUM GUIDE

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# About My Pitch:

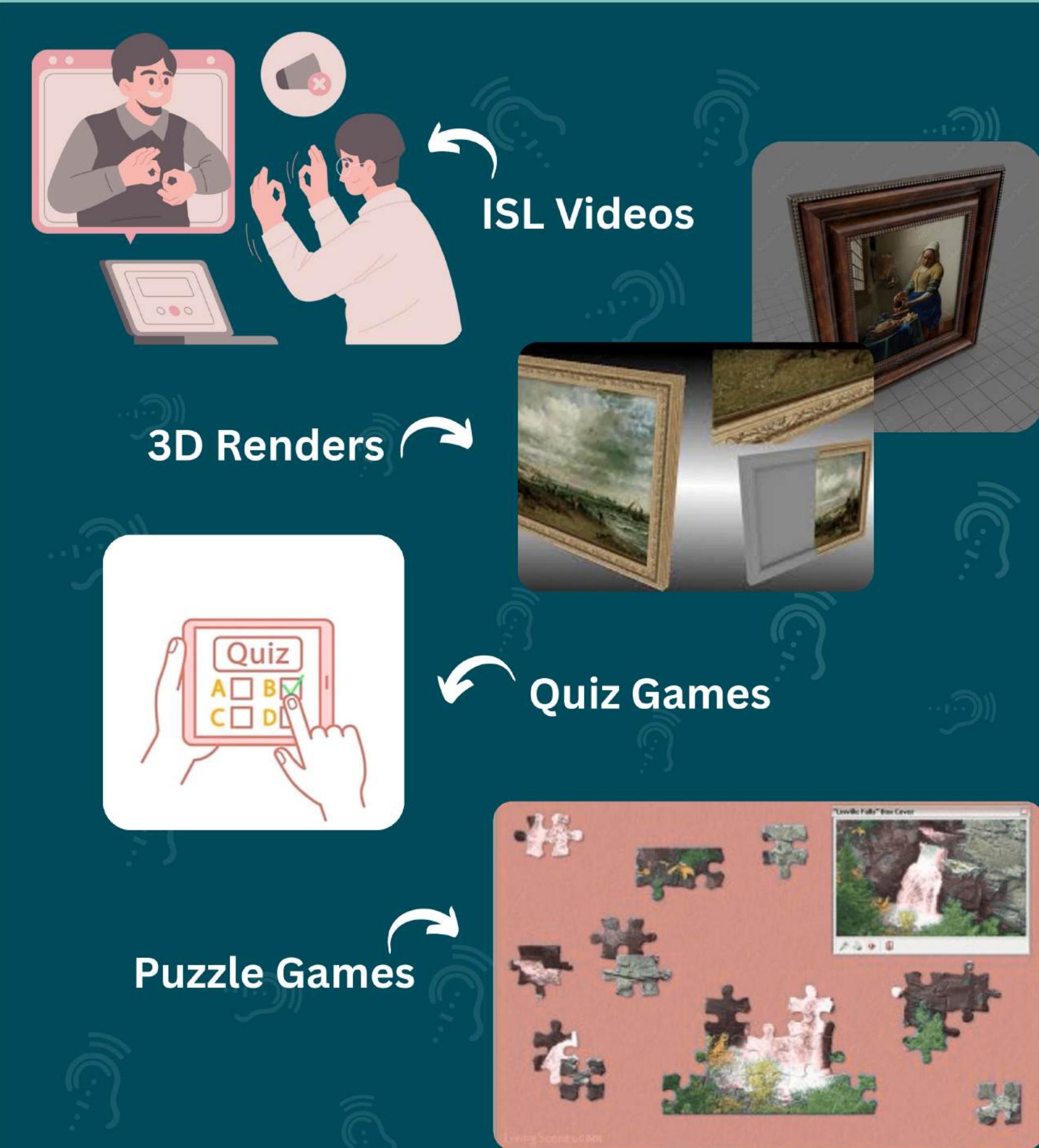
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I would like to create an accessibility-focused **app** designed for Deaf individuals who want to explore and understand artworks in art galleries more deeply. The app will provide detailed information about specific paintings through several interactive and accessible features.



# Such Features:

- **Sign Language Interpretive Videos:** Each artwork will have a corresponding video with a sign language interpreter explaining the background, style, and meaning of the painting.
- **3D Renderings of Paintings:** Users will be able to view a 3D visual representation of the artwork, allowing them to explore texture, depth, and detail in a more immersive way.
- **Quiz Game:** To reinforce learning and engagement, there will be a fun quiz game related to the artworks and their history.
- **Puzzle Game:** A puzzle feature will let users reconstruct paintings virtually, enhancing visual memory and interaction with the artwork.



# Purpose



The reason I'm pitching this idea is because, as a Deaf person myself, I've had first-hand experience of not receiving the access I deserve when visiting art galleries.

While hearing individuals are often given audio-guided tours, Deaf visitors are usually expected to rely only on the written descriptions on the walls. Which creates a clear gap in the experience—one that misses out on the richness and emotional depth that accessible storytelling can offer.

## The Sixties: The Rise of Abstraction

The 1960s saw the rise of some of the important Modernist painters and sculptors of Lebanon. Beirut at the time enjoyed a dynamic cultural scene. Galleries were flourishing and influential cultural institutions supported the development of young artists, in part thanks to the relative stability of the country.

From 1961, the annual Salon d'Automne at the Sursock Museum established itself as an important cultural event, its eclectic exhibitions stimulating public interest in Lebanese art.

This decade saw the widespread adoption of abstraction in the visual arts. Many painters had studied in France, discovering contemporary trends of nonfigurative art, principally that of Neo-Cubism and New Realism, a movement proclaiming new ways of perceiving the real.

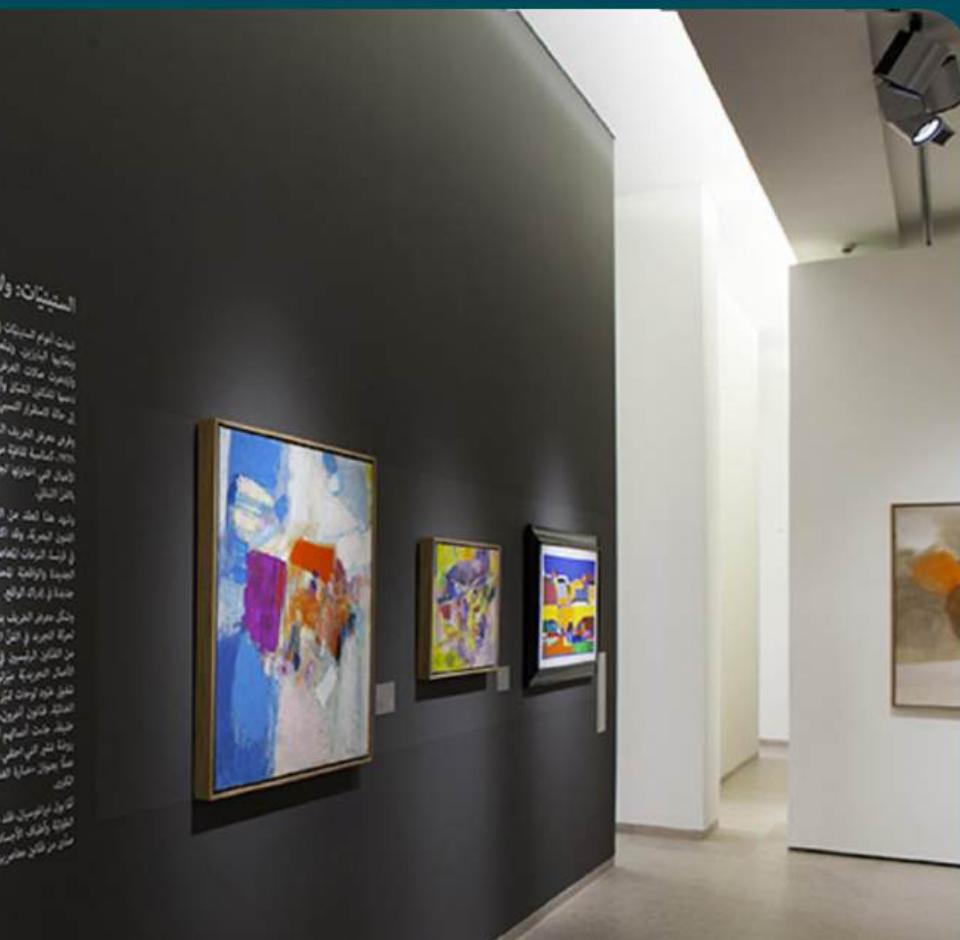
The 1964 Salon was a turning point for abstraction in Lebanese art. Two painters who would come to prominence in the following decades took part. Aref el Rayess exhibited a series of abstract works dominated by the interplay of fluid lines and colors, while Shafic Abboud exhibited compositions influenced by Parisian Lyrical Abstraction. Other artists such as Nadia Saikali, Elie Kanaan, and Jean Khalife followed suit in more figurative ways. Saloua Raouda Choucair was embraced as an important abstract sculptor, exhibiting Architecture *de demain* [Architecture of Tomorrow] (1965) and receiving the Sursock Museum Grand Prize.

Paul Guiragossian remained faithful to his streamlined figuration, with its elongated women and maternal figures. His approach echoed that of several contemporary artists of the time, among them his fellow Armenian Georges Guv.

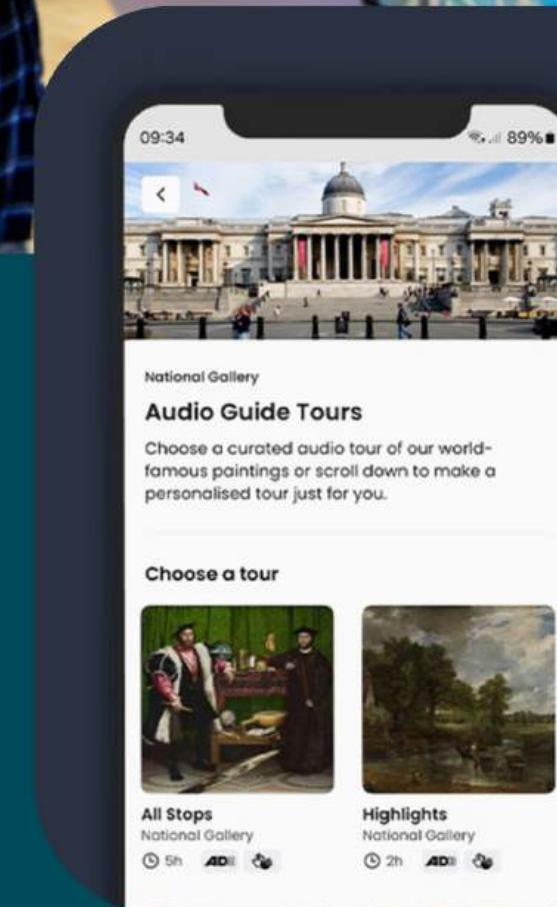
الستينيات: ولادة التجريد  
كانت الستينيات هي عصر ازدهار في تاريخ الفن الحديث في لبنان، حيث تم تأسيس متحف سوكوك في بيروت الذي يضم مجموعات هامة من الفنانين المعاصرين. وظهرت العديد من المدارس الفنية الجديدة، مثل المدرسة الواقعية الجديدة والفنون التجريدية، والتي كانت تتأثر بالفنون المعاصرة الفرنسية. وقد أدى ذلك إلى ظهور العديد من الفنانين الجدد، مثل أريف إل رايس وشافيك عبود، الذين أظهروا إبداعات تجريدية مبتكرة.



## Wall Text



## Audio Information



# The Barriers:

Museum and gallery wall text is often the main way artworks are explained—but for many Deaf individuals, especially native Irish Sign Language (ISL) users, this can be hard to understand.

English is a second language for many Deaf people and has a completely different grammar and structure than ISL. Without access to sound or phonetics, learning to read in English is much harder.

So when Deaf visitors are told to "just read the text," it ignores real language barriers. This is why alternative, visual-first methods—like sign language interpretation and interactive tools—are essential for making museum experiences truly inclusive.

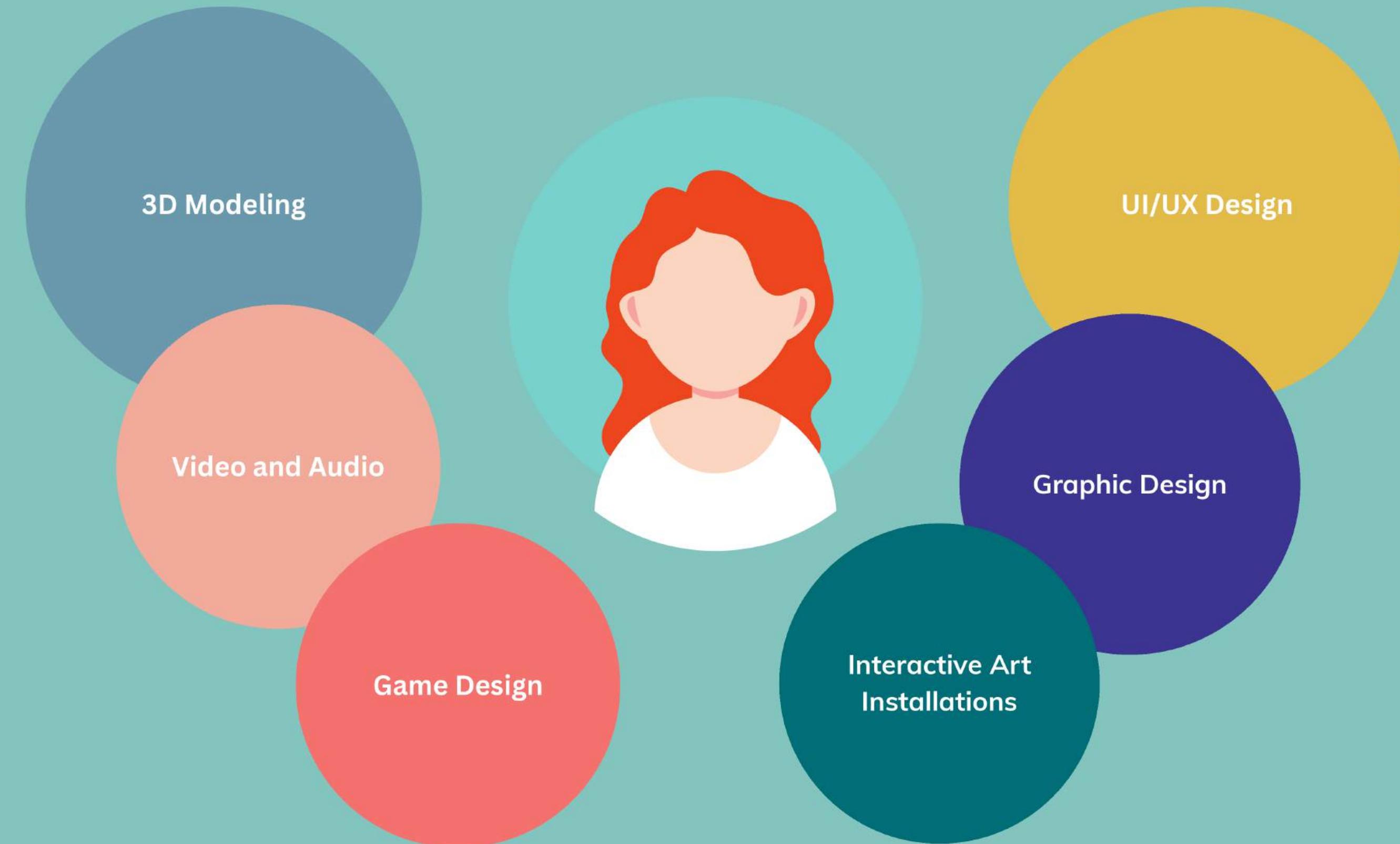
# Audience



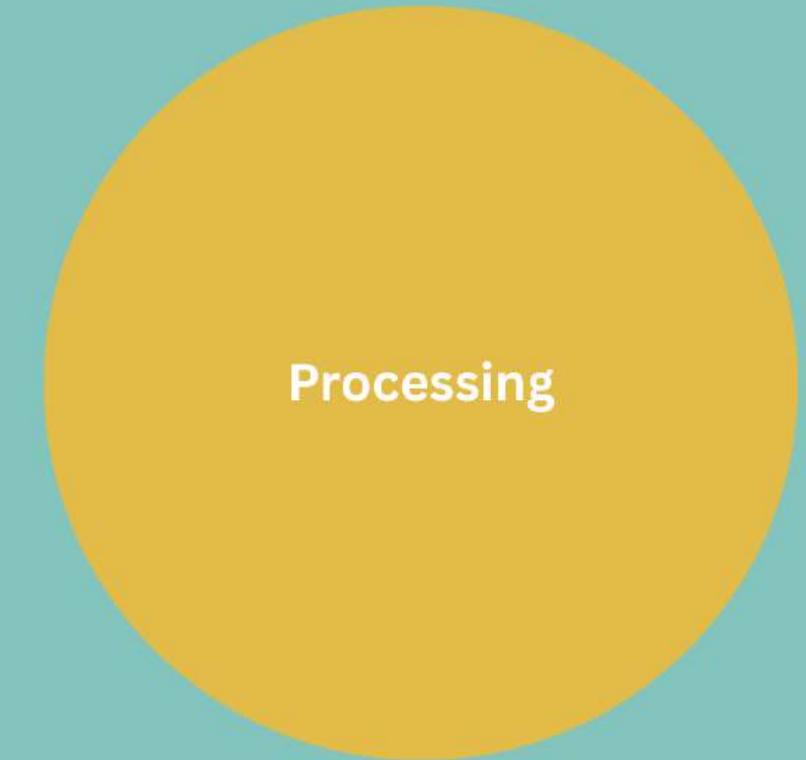
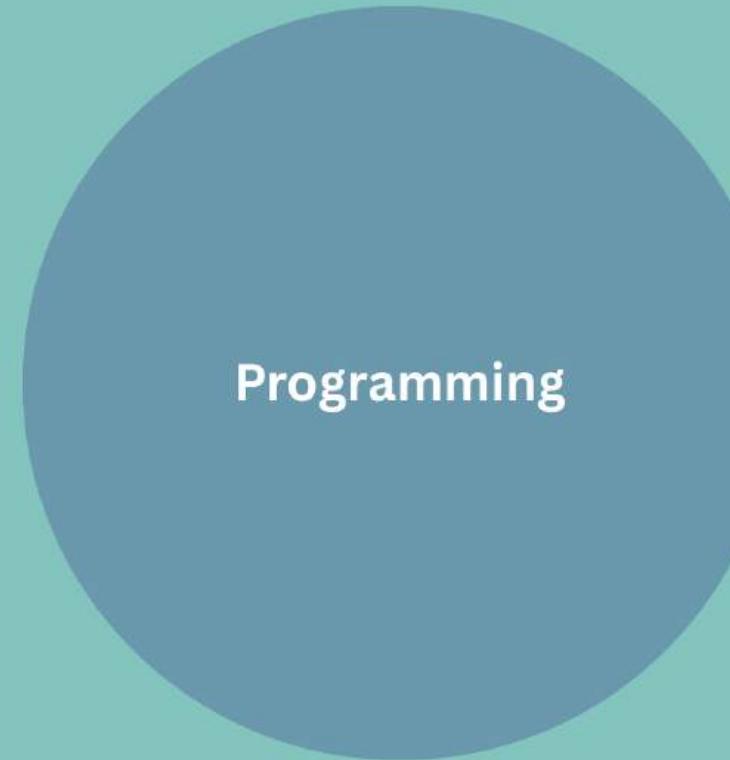
Primarily Deaf and hard-of-hearing individuals, but also inclusive of anyone who benefits from visual, interactive, or non-audio-based ways of learning and engaging with art.



# Areas of Interest:



# Not So Interested:



# Time Frame:

- June- Plan / Research
- July- Design, Code & Edit
- August- Debug, Test & Launch



# Want to work with:

## Skills:

UX/UI Designer

Programmer

3D Modelling

Audio

Processing

## Attitude:

Team Player

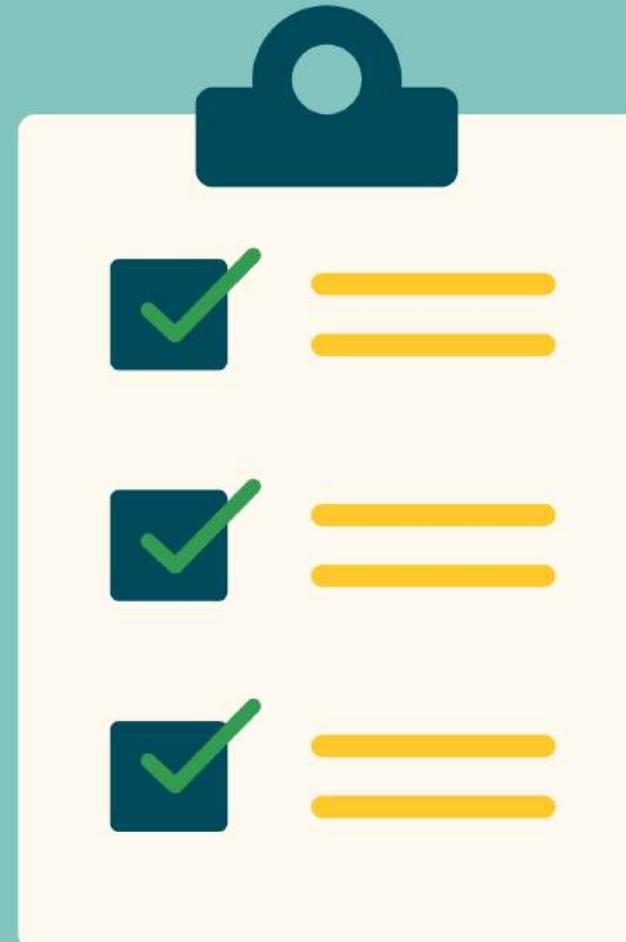
Doesn't delay things till the end

Thinks outside the box

Meetings in person

Gives a 100% to the overall project

# If my project doesn't get picked



## Game Design

I'm also interested in game design specifically 3D models, environments, and assets using Blender rather than coding or narrative.

## Interactive Art Installation

I'm drawn to art installations as they transform physical spaces into immersive, thought-provoking experiences and I love the idea of using scale, material, and interaction to evoke emotion and invite audiences to see the world in new ways.

## VR Environment Design

I find it fascinating how VR environment design focuses on creating immersive, explorable 3D spaces using tools like Blender and I would love to be able to design new worlds and spaces for a summer project.

# Attention



Thank You



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