CMHR Object Recognition vision statement

The Human Rights Object recognition project will help people understand how everyday objects are connected to real human rights stories from around the world. This experience is designed for museum visitors, students, educators, and members of the general public who want to learn about human rights in a simple, interactive, and meaningful way. The goal is to help people see how global human rights issues are connected to daily life through objects they already use and understand.

This experience encourages users to explore human rights topics by connecting familiar objects to real human stories. Instead of needing prior knowledge of human rights topics, users can start with something simple and familiar, and then discover the deeper meaning behind it. This helps make human rights learning more approachable, engaging, and easier to understand.

The experience will include the ability for users to explore objects, themes, and real human rights stories in one place. Users will be able to discover how one object can connect to multiple human experiences and explore related stories and topics. The content will focus on real human rights stories from trusted and approved sources and will be presented in a respectful, educational, and neutral way that is appropriate for a public audience.

One of the most important values of this project is ethical storytelling. The experience will focus on real stories, cultural respect, and emotional safety. The content will avoid harmful or graphic material and will focus on education, awareness, and reflection. The experience will also be designed to be accessible and easy to use for people with different backgrounds, ages, and learning styles.

One of the unique aspects of this project is that people will be able to access this from anywhere, without needing to install anything or visit the museum in person. This allows the experience to reach a much larger audience and makes human rights learning more accessible to people who may not be able to visit the museum. This also allows the experience to support education, remote learning, and public awareness outside of the physical museum space.

This experience will be considered successful if users are able to easily explore connections between everyday objects and real human rights stories and report that the experience helped them better understand how human rights issues affect daily life. Success will also be measured by user engagement, ease of use, and positive feedback from users and stakeholders during testing and demonstration phases.