Bringing Simple Graphics to the Blind – One Pixel at a Time:Collaboration

Our tool is a software program, written in the Python programming language. To use this tool, the user writes or is provided a simple Turtle program to create a simple graphic such as a square. When run this program generates the standard Turtle graphics output, plus text output which when sent to a standard Braille embosser produces a “touchable” rendition of the square.

Our tool, while functional, is a prototype. We could use lots of help.

Our greatest need is a small user community which can use the tool and provide us with feedback as to its usefulness. We can use information as to the tool’s strengths and shortcomings. We would appreciate suggestions on how we can make our tool more useful. Where is it in need of improvement? What are the best points?

The program needs packaging so that we can better distribute it. The software needs testing.

Some options, such as “Expand to Top” were stubbed out, and need work. Experimental features such as perimeter scanning (the audio presentation of the perimeter of the graphics figure), need improvement.

Research, or development, of available, low cost, tools such as a reusable high speed Braille tablet would be great. Integration with high performance touch screens might be helpful.