

Saturday, October 18th

Room: 7A

10:00 AM AI Image Model Arena: The Quest for Actually Accurate and Useful image Descriptions - A. T. Guys (50 min) 10-10:50 AM
11:00 AM "AI + Humans = Better Image Descriptions for All" - Scribely (30 min) 11-11:30 AM
11:45 AM Break/Setup
LUNCH 12 PM - 1 PM
1:00 PM High-Quality, Accessible Games and Multi-Sensory Braille Literacy Materials via 3D Printing - Unicorn Soda Design Studio (75min) 1-2:15PM
2:30 PM Juniper and the Red Swoosh: Making Math "Click" with the 3D-Click Abacus - Juniper Eisenberg, Chi-Hoon Kim (30 min) 2:15-3PM
3:00 PM What does the European Accessibility Act mean for US accessibility efforts? - Opossum House Accessibility (30min) 3-3:30PM
3:30 PM Beyond Repro: How to be a better accessibility tester - Intuit (30 min) 3:3-4PM
4:00 PM Safeguarding the Privacy of Disabled People in the Age of AI - American Association of People with Disabilities (15 min) 4-4:15PM
4:15 PM Modeling by Touch: Using Multi-line Braille Displays for Accessible CAD Design - University of Washington (15 min) 4:15-4:30 PM
4:30:00 PM End of Day / Networking

Room: 7C

10:00 AM From Sidewalks to Systems: Building Equitable Access Through Community-Led Technology - Taskar Center, University at Washington (50 min) 10-10:50 AM
11:00 AM Journey to access: Co-designing an Accessible Library Toolkit - Amanda Baker, NYU Libraries (50 min) 11-11:50 AM
LUNCH 12 PM - 1 PM
1:00 PM Making the World, and Libraries, More Accessible for All, especially the blind and visually impaired - RightHear (30 min) 1-1:30PM
1:30 PM Practical Tech in Occupational Therapy - Lighthouse Guild (30min) 1:30-2PM
2:00 PM Crowd-sourcing and Claude-sourcing Image description for Project Gutenberg - Free eBook Foundation (15 min) 2-2:15PM
2:15 PM Break/Setup
2:30 PM Founding Fossils, a multisensory and accessible exhibit - MuseumSenses LLC & NYU Ability Project (15min) 2:30-2:45PM
3:00 PM Designing Tactile Graphics for Museum Artifacts - Lauren Race, NYU (75min) 3-4:15 PM

Sunday, October 19th

Room: 7A

10:00 AM Brick By Brick: Accessible LEGO instructions for the blind - Bricks For The Blind (75min) 10-11:15AM
11:30 AM Structured Discovery and Spite: Unleashing Joy, Defiance, and Connection in Nonvisual Navigation - Kevin Andrews (30min) 11:30AM-12PM
LUNCH 12 PM - 1 PM
1:00 PM A Batty Exploration Into Collaborative Tactile Design - Touch Graphics (30min) 1-1:30 PM
1:30 PM Designing Accessibly for the Blind and other Keyboard Users with PinchPot - Access To Places (30min) 1:30-2PM
2:00 PM How Smart Glasses can improve sight for patients with macular degeneration (AMD) and other conditions - ERG EE Optics (15min) 2-2:15 PM
2:15 PM Break/Prep
2:30 PM Breaking In, Not Breaking Down: Creating Interactive Accessibility Escape Rooms for Community Awareness and Education - Minh Ha (50 min) 2:30-3:20 PM
3:30 PM Break/Prep
3:45 PM Texture Cube - Rubik's cube designed for everyone - TextureCube (15min)
4:00 PM End of Day / Networking

Room: 7C

10:00 AM Integrating Braille and Tactile Resources to Elevate Awareness - Mountain Lakes Public Library (50min) 10-10:50 AM
11:00 AM Tactile Media Alliance: Cultivating a Community of Practice for Tactile Media Futures - Georgia Institute of Technology (30 min) 11-11:30 AM
11:30 AM 10 Productivity Tips For Increasing Efficiency When Using your Mac - Bradford Snyder (30 min) 11:30-12PM
LUNCH 12 PM - 1 PM
1:00 PM Blocks Beyond Vision: Teaching Code Through Touch and Design - Cornell Student Design Team (75min) 1-2:15PM
2:15 PM Break/Prep
2:30 PM Communication is Key: A case study on developing AAC for a DeafBlind adult - Helen Keller National Center (50min) 2:30-3:20 PM
3:30 PM Access Isn't Theoretical- It's Either There or It Isn't - Addie McIntire (30min) 3:30-4PM
4:00 PM End of Day / Networking

