

	Saturday, October 18th	
	7A	7C
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	From Sidewalks to Systems: Building Equitable Access Through Community-Led Technology - Taskar Center, University at Washington (50 min) 10-10:50 AM
10:15 AM		
10:30 AM		
10:45 AM		
11:00 AM	“AI + Humans = Better Image Descriptions for All” - Scribely (30 min) 11-11:30AM	Journey to access: Co-designing an Accessible Library Toolkit - Amanda Baker, NYU Libraries (50 min) 11-11:50 AM
11:15 AM		
11:30 AM		
11:45 AM	Break/Setup	
12:00 PM	LUNCH 12 PM - 1 PM	
12:15 PM		
12:30 PM		
12:45 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	Making the World, and Libraries, More Accessible for All, especially the blind and visually impaired - RightHear (30 min) 1-1:30PM
1:15 PM		Practical Tech in Occupational Therapy - Lighthouse Guild (30min) 1:30-2PM
1:30 PM		
1:45 PM		Crowd-sourcing and Claude-sourcing Image description for Project Gutenberg - Free eBook Foundation (15 min) 2-2:15PM
2:00 PM		
2:15 PM		
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	Break/Setup
2:45 PM		Founding Fossils, a multisensory and accessible exhibit - MuseumSenses LLC & NYU Ability Project (15min) 2:30-2:45PM
3:00 PM	What does the European Accessibility Act mean for US accessibility efforts? - Opossum House Accessibility (30min) 3-3:30PM	Designing Tactile Graphics for Museum Artifacts - Lauren Race, NYU (75min) 3-4:15 PM
3:15 PM		
3:30 PM	Beyond Repro: How to be a better accessibility tester - Intuit (30 min) 3:3-4PM	
3:45 PM		
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	

	Sunday, October 19th	
	7A	7C
10:00 AM	Brick By Brick: Accessible LEGO instructions for the blind - Bricks For The Blind (75min) 10-11:15AM	Integrating Braille and Tactile Resources to Elevate Awareness - Mountain Lakes Public Library (50min) 10-10:50 AM
10:15 AM		
10:30 AM		Tactile Media Alliance: Cultivating a Community of Practice for Tactile Media Futures - Georgia Institute of Technology (30 min) 11-11:30 AM
10:45 AM		
11:00 AM		
11:15 AM		
11:30 AM	Structured Discovery and Spite: Unleashing Joy, Defiance, and Connection in Nonvisual Navigation - Kevin Andrews (30min) 11:30AM-12PM	10 Productivity Tips For Increasing Efficiency When Using your Mac - Bradford Snyder (30 min)11:30-12PM
11:45 AM		
12:00 PM	LUNCH LUNCH 12 PM - 1 PM	
12:15 PM		
12:30 PM		
12:45 PM		
1:00 PM	A Batty Exploration Into Collaborative Tactile Design - Touch Graphics (30min) 1-1:30 PM	Blocks Beyond Vision: Teaching Code Through Touch and Design - Cornell Student Design Team (75min) 1-2:15PM
1:15 PM		
1:30 PM	Designing Accessibly for the Blind and other Keyboard Users with PinchPot - Access To Places (30min) 1:30-2PM	
1:45 PM		
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	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	Communication is Key: A case study on developing AAC for a DeafBlind adult - Helen Keller National Center (50min) 2:30-3:20 PM
2:45 PM		
3:00 PM		
3:15 PM		
3:30 PM	Break/Prep	Access Isn't Theoretical- It's Either There or It Isn't - Addie McIntire (30min) 3:30-4PM
3:45 PM	Texture Cube - Rubik's cube designed for everyone - TextureCube (15min) 3:45-4:00 PM	
4:00 PM	End of Day / Networking	End of Day / Networking
4:15 PM		
4:30:00 PM		