



Circles and Lines by Neo Moeti

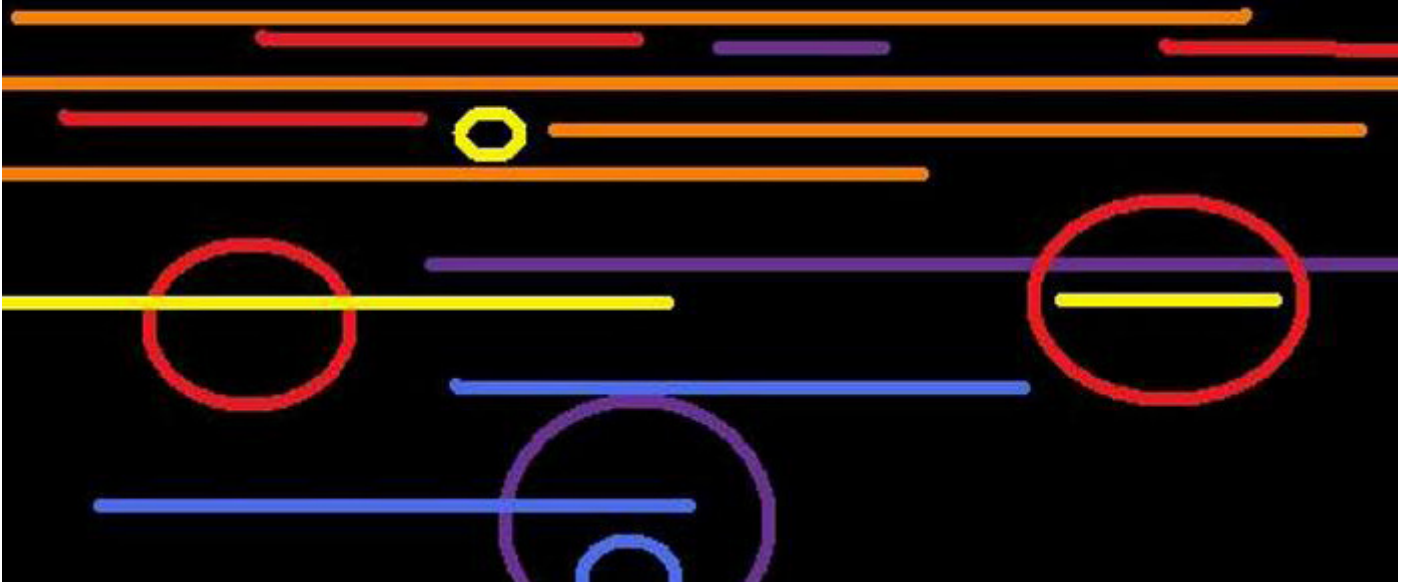


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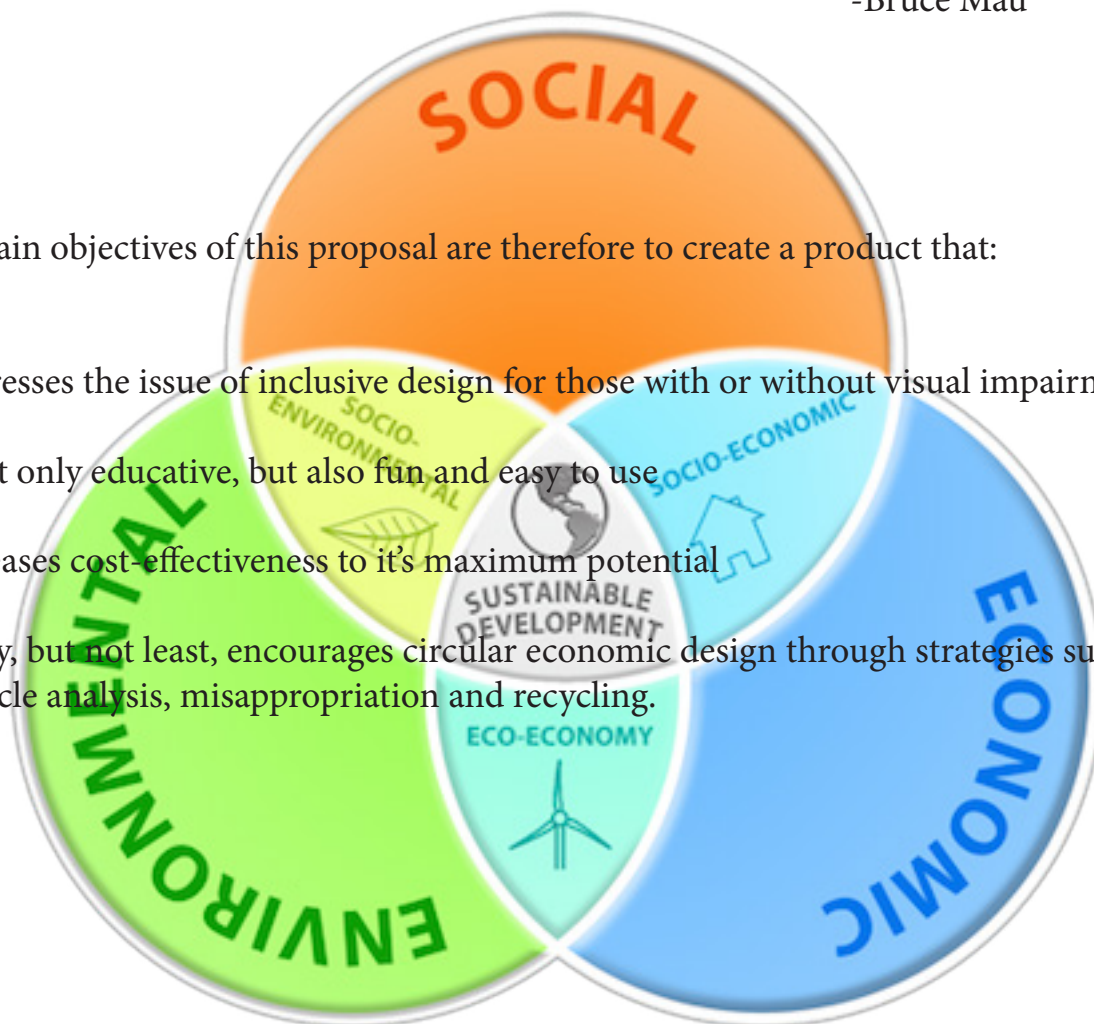
Project Overview

“Massive Change is an ambitious project that humbly attempts to chart the bewildering complexity of our increasingly interconnected (and designed) world...Massive Change is not about the world of design; it's about the design of the world”.

-Bruce Mau

The main objectives of this proposal are therefore to create a product that:

- Addresses the issue of inclusive design for those with or without visual impairment
- Is not only educative, but also fun and easy to use
- Increases cost-effectiveness to its maximum potential
- Lastly, but not least, encourages circular economic design through strategies such as life cycle analysis, misappropriation and recycling.



Secondary Research

ST. B.RESOURCE CENTRE FOR THE BLIND.

BACKGROUND.

The Resource Centre for the Blind was originally started with a grant from the Royal Commonwealth Society for the Blind in 1968 and Lesotho Government (MOET) provided land – part of Lesotho High School. MOET asked the Catholic School Secretariat to manage the Centre and was opened in February 1971 (Reg. 134023) there were five (5) visually impaired children, one teacher, one house mother and a gardener. It is non denominational.

The Board of management then was as follows: 2 representatives from MOET, three School Secretariats from the following churches ACL, LEC and RCC, two opted members from the community, Director of LSC and the principal of the centre until the Education Act 1995 introduced the present strategy for the Advisory and Management boards. Lesotho Save the Children (LSC) was responsible for the welfare of the children and centre's finances until April 1989.

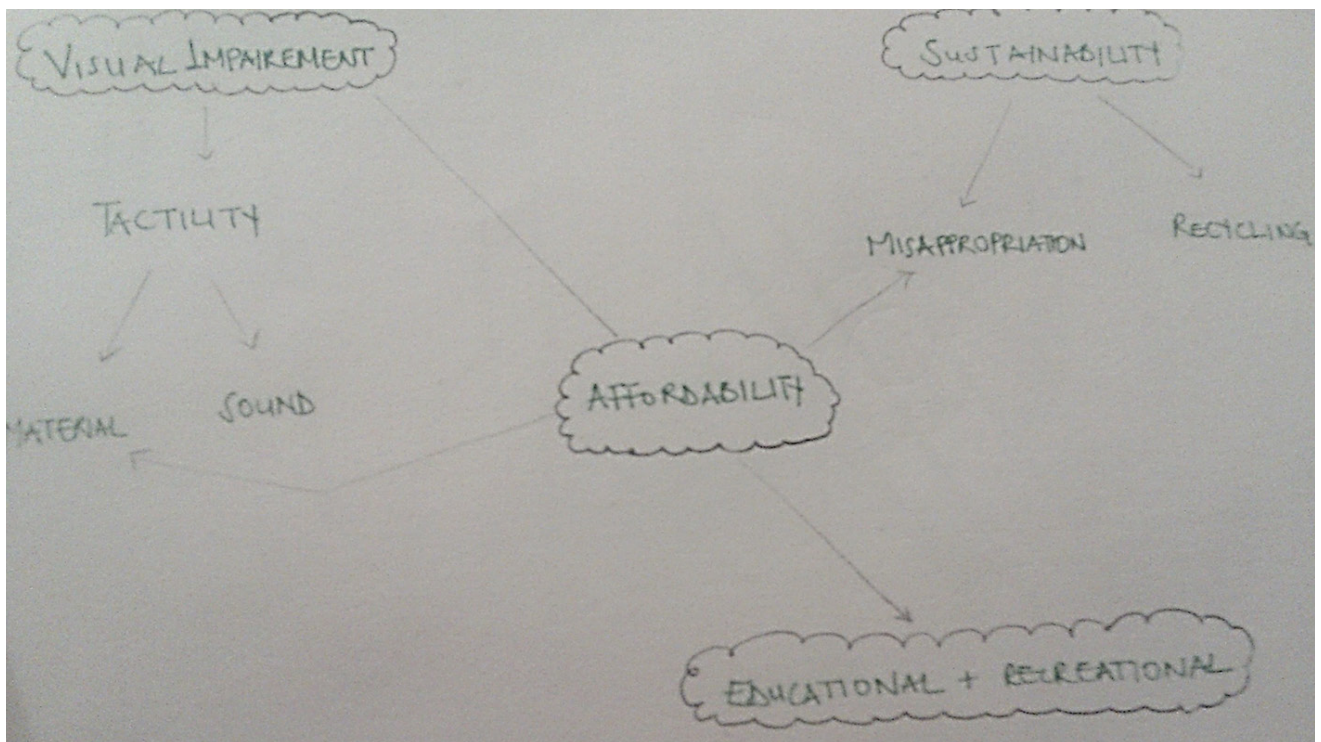
The Government of Lesotho has been paying teachers salaries, subversion ever since 1971.

The Royal Commonwealth Society for the Blind contributed the Educational materials and teachers' training.

Danchurchaid had provided a grant for the running costs of the hostel from 1984 -1994; they donated funds for building the present children's hostels, principal's house and vehicle. There have been other international Organizations assisting the centre.

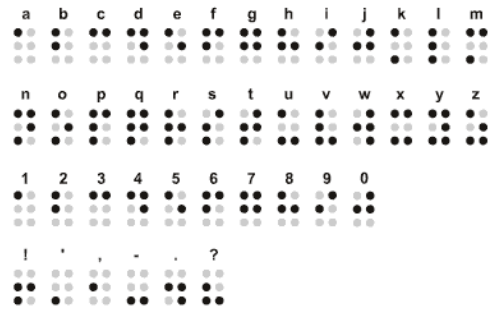
Key Points

- Mass consumption and sustainable design
- Influence of play on social behaviour
- Safety, resourcefulness and practicality



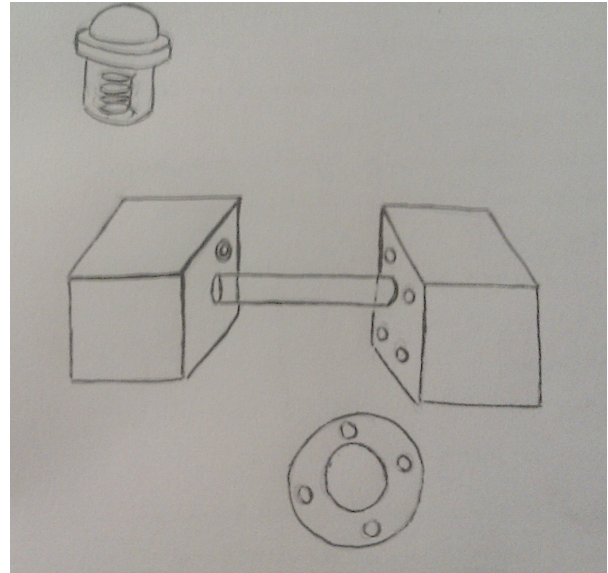
Initial Ideas

Experimenting with braille and logic games



Initial ideas

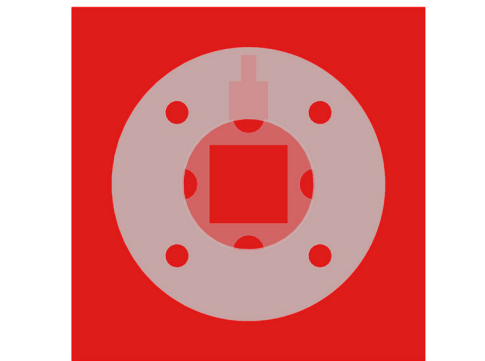
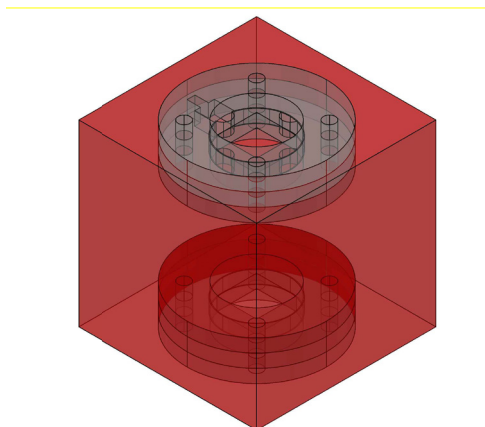
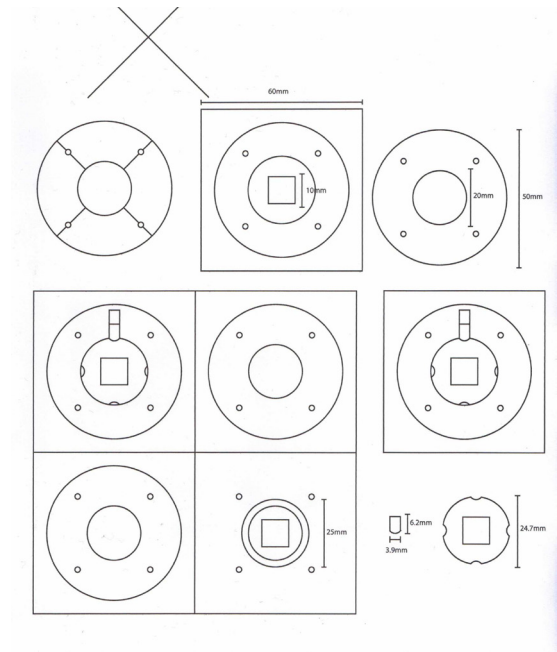
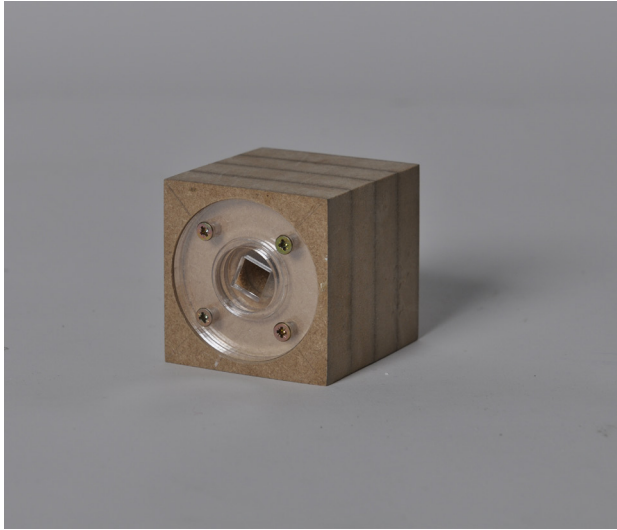
Developing a mechanism and tactility



testing acrylic paint, dome shaped screws, pop rivets, toothpicks and stick on gems to create textures.

Further development

Making improvements on original mechanism



Further Research





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Further Research

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Visual Impairment

Approximately 10 million people in the UK have significant sight loss. The majority of people with sight problems are older people, aged 65 and over. It is estimated that there are 25,000 children with sight problems in the UK, about 12,000 of these children also have learning difficulties.

In 2006 there were 364,615 people in the UK who were registered as severely sight impaired or sight impaired (partially sighted). A larger group of people also have significant sight loss but do not fall into these narrow categories.

For every 100 people start to lose their sight. This figure is based on the average number of people who registered as severely sight impaired or sight impaired.

Approximately 10% of all sight problems in older people are estimated to be due to untreated refractive error.

Approximately 10% of blind and partially sighted adults have other disabilities or long term health problems in addition to their sight loss.

UK statistics:

Charles, N. (2002) [Demography of visual impairment in the UK](#). In: Resource. Library services for visually impaired people: a manual of best practice. [accessed 20/11/12].

Department of Health (2003) [Registered Blind and Partially Sighted Persons, Scotland 2003](#). [accessed 20/11/12].

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More than 161 million people were visually impaired, of whom 124 million people had low vision and 37 million were blind. However, refractive error as a cause of visual impairment was not included, so the actual global magnitude of visual impairment is greater.

For every blind person, an average of 3.4 people have low vision, with country and regional variations ranging from 2.4 to 5.5.

Visual impairment is unequally distributed across age groups. More than 82% of all people who are blind or severely visually impaired are aged 65 and older, although they represent only 19% of the world's population. Due to the long life expectancy in many countries, the number of years lived in blindness (blind years), childhood blindness remains a significant public health problem. It is estimated that there are 1.4 million blind children below age 15.

Statistics consistently indicate that in every region of the world, and at all ages, females have a higher risk of being visually impaired than males.

Visual impairment is not distributed uniformly throughout the world. More than 90% of the world's visually impaired people live in developing countries.

Global statistics:

World Health Organization (2007) [Statistics by Country for Vision Impairment](#). [accessed 20/11/12].

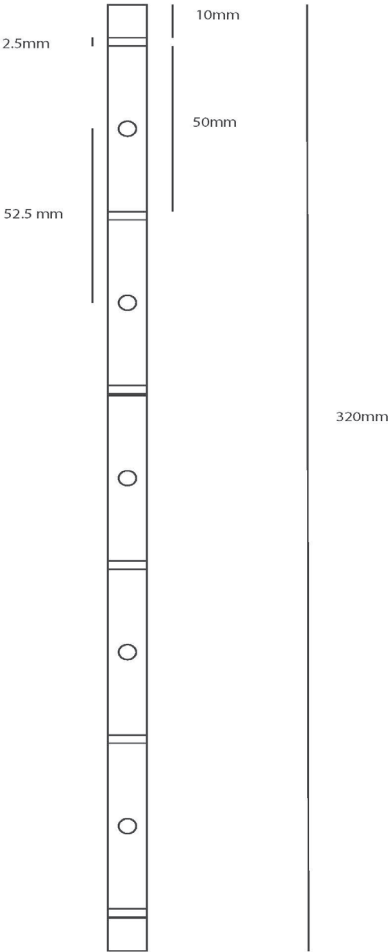
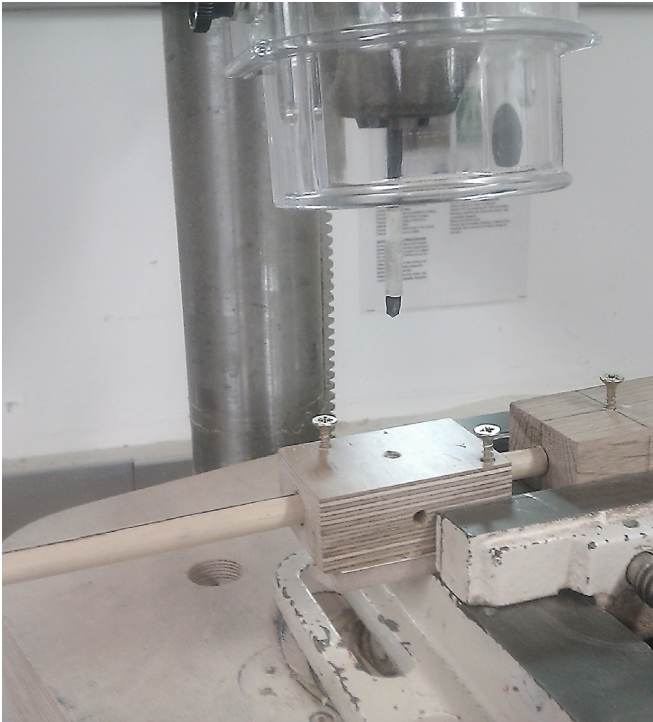
People are considered blind if they have a visual acuity of less than 3/60 Snellen or a field of vision of less than 10 degrees between 3/60 and 6/60 Snellen and a considerable contraction of their field of vision or

Realisation

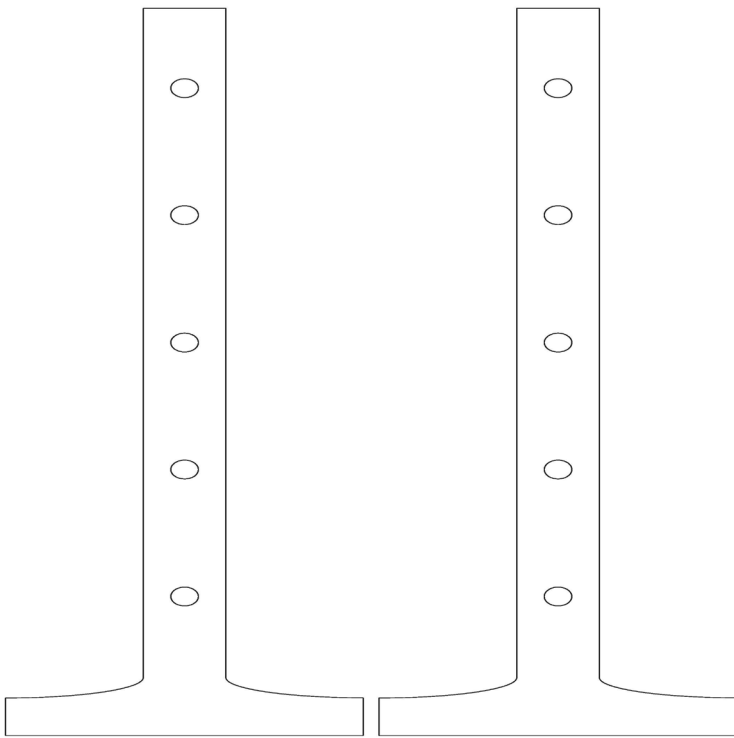


Jigs required for accuracy.

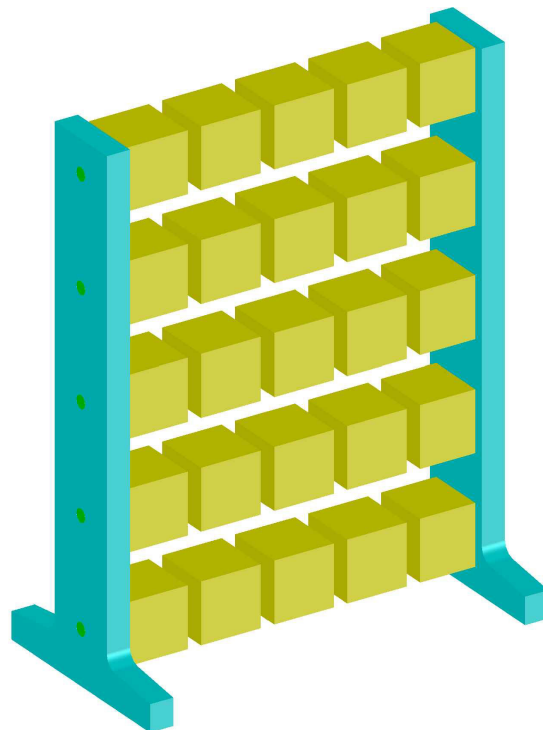
Realisation



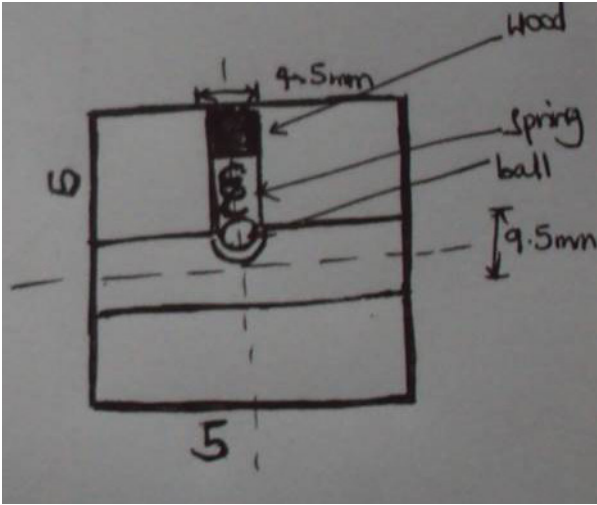
Realisation



Template for supporting structure.



Realisation



Mechanism



Adding details using fret wire





Product Details



Material- Waxed Ash wood, dowel, stainless steel fret wire, upholstery tacks and spring

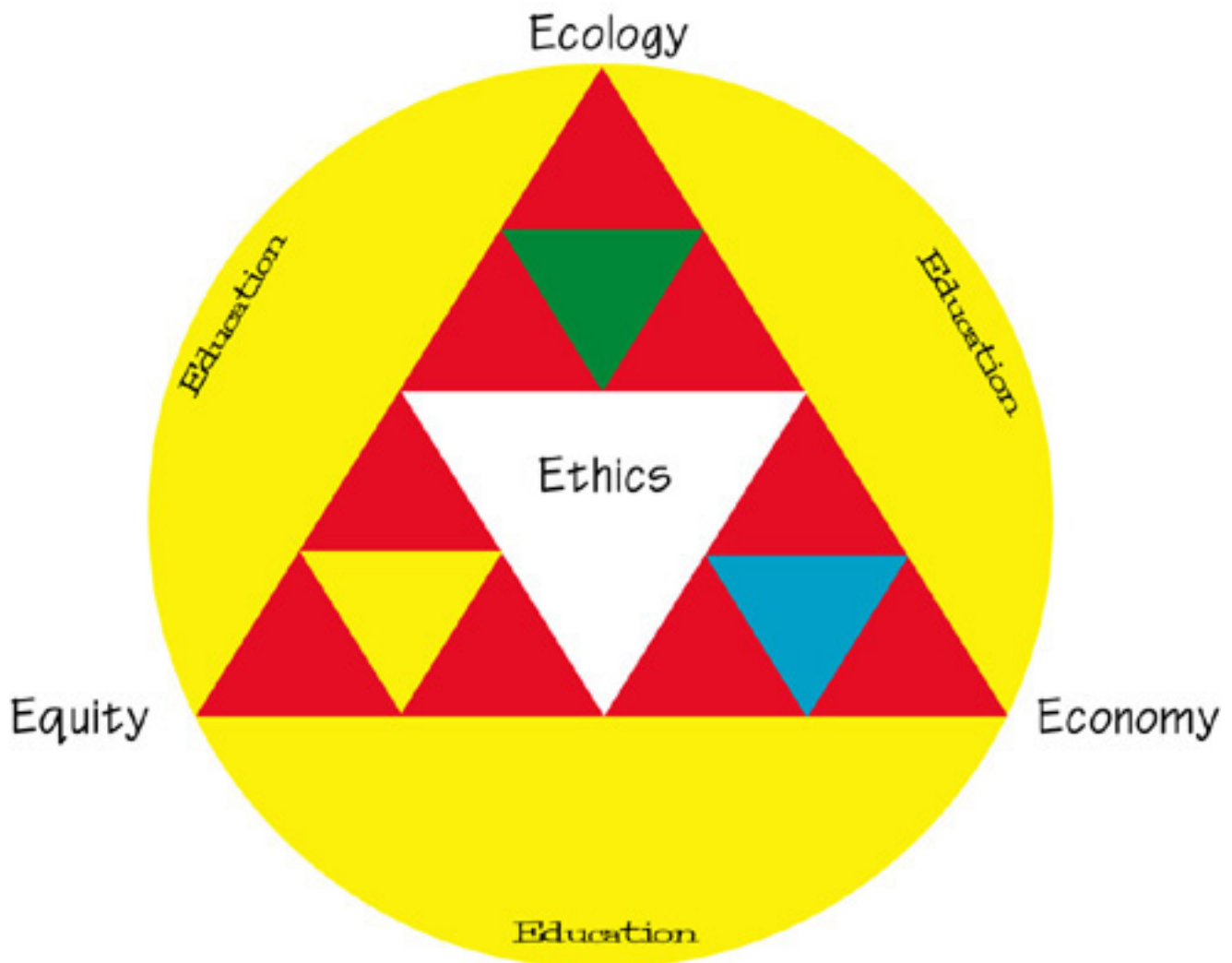
Dimensions- 40x32x13 cm

Age range- 8yrs +

Purpose- Educational and recreational logic game where players have to get three lines or circles in a row.

Easily maintained by simply wiping to clean and easy disassembly for recycling.

Conclusion



“So my final takeaway for you is that not only is the city good for the blind, but the city needs us. And I’m so sure of that that I want to propose to you today that the blind be taken as the prototypical city dwellers when imagining new and wonderful cities, and not the people that are thought about after the mold has already been cast. It’s too late then. So if you design a city with the blind in mind, you’ll have a rich, walkable network of sidewalks with a dense array of options and choices all available at the street level. If you design a city with the blind in mind, sidewalks will be predictable and will be generous. The space between buildings will be well-balanced between people and cars. In fact, cars, who needs them? If you’re blind, you don’t drive. (Laughter) They don’t like it when you drive. (Laughter) If you design a city with the blind in mind, you design a city with a robust, accessible, well-connected mass transit system that connects all parts of the city and the region all around. If you design a city with the blind in mind, there’ll be jobs, lots of jobs. Blind people want to work too. They want to earn a living.

So, in designing a city for the blind, I hope you start to realize that it actually would be a more inclusive, a more equitable, a more just city for all. And based on my prior sighted experience, it sounds like a pretty cool city, whether you’re blind, whether you have a disability, or you haven’t quite found yours yet”.

-Chris Downey