



**In one
sentence**

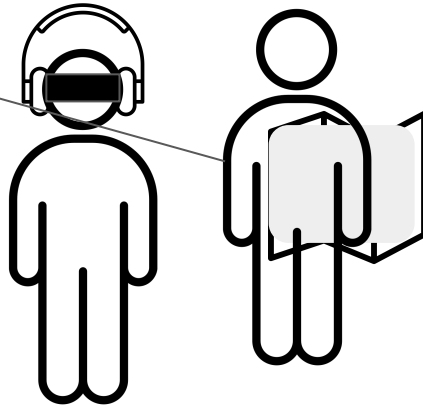
Schlafwandern

Cooperative 2 player exploration game in the
“Schlafzimmer” at Belvedere.

Museum Accessibility Challenge

Game idea

Game idea



Player 1: headphones & blindfolded or visually impaired

Player 2: map & paintings in space

You are dreaming - explore!

Goal: Find your dog!



Museum Accessibility

Museum accessibility

Virtual reality without glasses

“Klangbilder”

Susanne Buchner-Sabathy:

2 players (guide & visually impaired)

Both roles equally important

A 3D rendered scene of a gallery or museum room. The floor is made of wood with a grid pattern. A large black shadow is cast on the floor. A red chair is positioned in the center. A white cube is placed on the floor. The walls are white and feature several framed paintings. A person is visible in the background. The scene is overlaid with a grid pattern. The word "Demo" is written in large white letters across the center of the image.

Demo

