



Access in a Digital Environment

In partnership with the Experience Architecture and Museum Studies Programs
2/24/2016 | 3:00-5:00 | REAL Classroom 3 West, Main Library

Time	Description
3:00 – 3:05	Welcome (Kristen Mapes)
3:05 – 3:15	Aurality, the Sonic Self, and the Mobile Device: Pathways for Interaction Design (Ben Lauren and Brooke Chambers)
3:15 – 3:25	Copyright and Access to a Marxist Group’s Audio Files: Challenges and Ideas for Moving Forward (Sara Bijani)
3:25 – 3:35	The Bot Wars: Russian Censorship and Citizen Subversion of Public ‘Nonhuman’ Discourse (Jack Hennes)
3:35 – 3:45	User Experience and Power (Heather Noel Turner)
3:45 – 3:55	Viable VR: BOYD Immersive Multimedia (Eric Martin and Tommy Truong)
3:55 – 4:05	DISCUSSION
4:05 – 4:15	Accessible Learning Experiences for Students with Disabilities (Phillip J. Deaton, Jessica Schein, and Anuj Shah)
4:15 – 4:25	Concepts, Workflows, and Lessons Learned in the History Department from Providing Transcriptions and Accessible Online Courses (Rachel Firehammer, Sam Jaksa, and DeLacey Yancey)
4:25 – 4:35	Connection over Content: Building a Digital Strategy at the MSU Museum (Max Evjen)
4:35-4:45	Participatory Museums: The User Experience of Creative Agents (Erin Campbell)
4:45 – 4:55	DISCUSSION
4:55 – 5:00	Close (Kristen Mapes)

