

Amgueddfa Cymru – Museum Wales



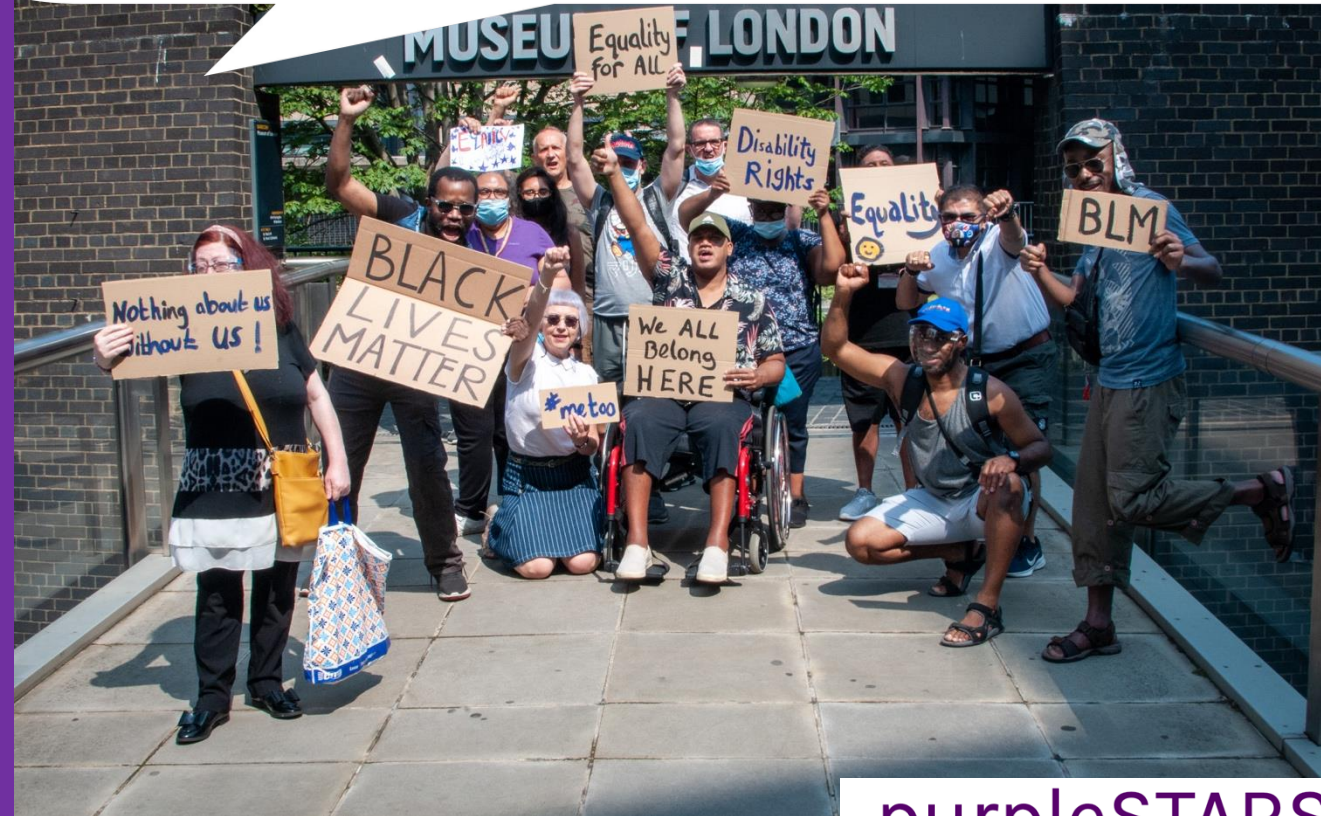
Newid Byd/Something New

Project goals:

- Establish a working group of people with a learning disability to create a space for them to be listened to
- Pilot a research framework for sensory engagement with collections for people with a disability to enhance representation
- Participants feel they are better represented in museums and welcome in our museum spaces

The Mindsets + Missions grant supported inclusive research and collaboration between purpleSTARS, Welsh disability group Innovate Trust and the Museum of Wales. We are a diverse group that want institutions to listen to different voices and share their power.

Museums and Science Centres need to continue to broaden the idea of what 'Research & Innovation' could be, through engaging in Inclusive Research, Universal Design and Allyship.



purpleSTARS name comes from **purple** the colour representing the economic power of people with disabilities.
STARS stands for **S**ensory **T**echnology **A**rt **R**esearch/**R**esource **S**pecialists.



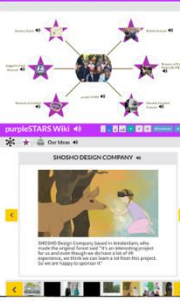



purpleSTARS

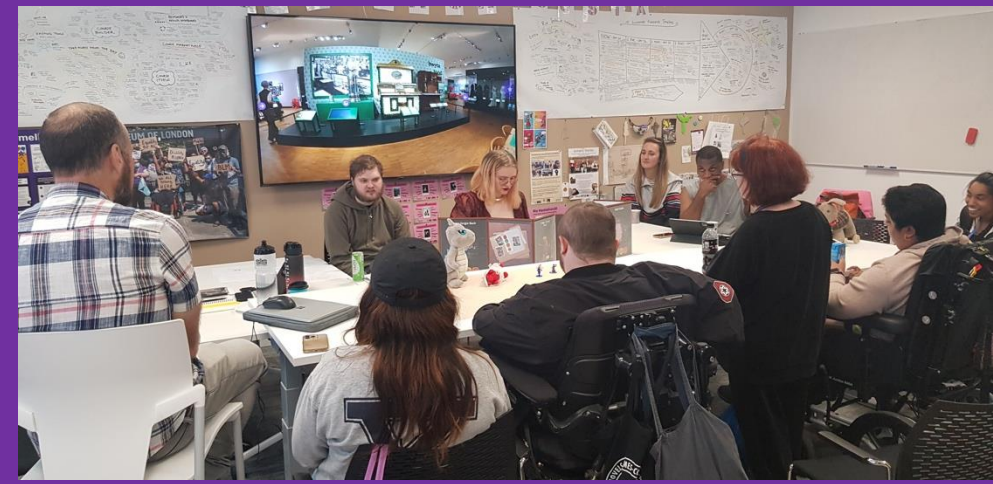
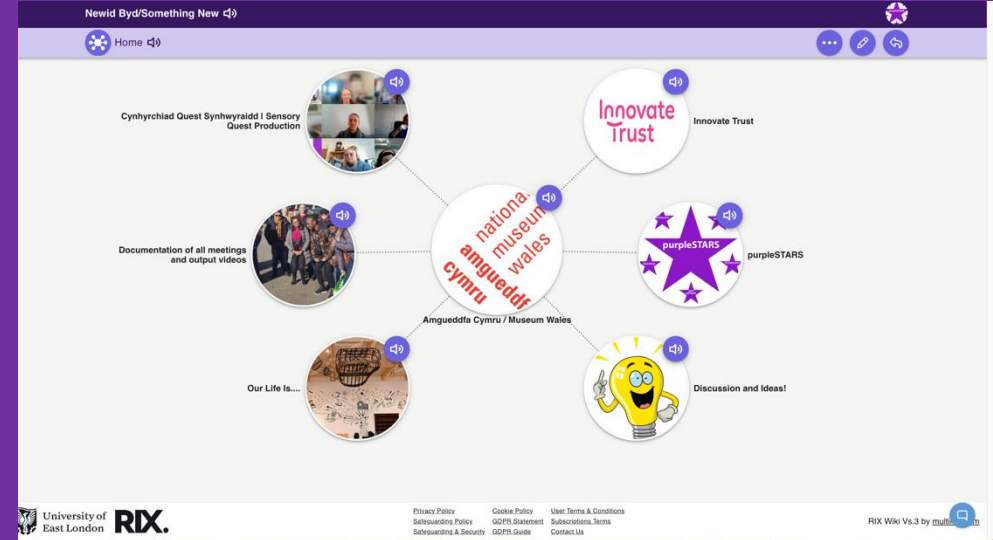
purpleSTARS are an inclusive research team with and without disabilities/differences who work with art, sensory materials and technology in collaboration with institutions like museums and universities. We employ universal design principles and practice based research co-creating displays, events and engagement opportunities that appeal to all of our senses and lead to our aim for more inclusive research and spaces.

NOTHING ABOUT US WITHOUT US!

Inclusive Research is research in which people with learning disabilities are active participants, not only as subjects but also as initiators, doers, writers and disseminators of research.
(Walmsley and Johnson 2003)

Sensory Objects Action-Research = purpleSTARS process towards inclusive museums

<p>1) Pre-Visit WIKIS Research Easy Read Kit Development</p> 	<p>2) Active-Visit Sensory Expedition Collection Engage</p> 	<p>3) Post-Visit WIKIS Reflection Retell</p> 	<p>4) Production Art/Technology Collaboration Disrupt</p> 	<p>5) Launch Showcase Host Take-Over</p> 	<p>6) Legacy Interactive Experiences Employment Inclusion/Respect</p> 
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"Playing the game and learning how to be a character... and to really have fun with it. I don't normally get included, but I feel more included with this group than with any other group because it was just different, and I didn't feel pressured." [Sam, purpleSTARS]

"Everyone has been part of the decision-making, and that's not always true about some community projects... It's opened our eyes to our requirements in our museum for sensory objects and for making galleries inclusive and representative of all people... we have been trying over the last few years to do that, but this is another step in that direction." [Owain, Amgueddfa Cymru]

"I've never really worked in any sort of inclusive environment before... It has radically changed how I view work, how I view what companies, charities, or places of work are capable of giving their employees if they can be bothered to do so." [Steedley, Innovate Trust]



Operation Dragon in Progress at St Fagan's Museum of Wales