February 2025

Dos and don'ts for tailoring museum experiences

using digital tools

REACT

RESOURCES
FOR ACCESSIBLE
CULTURAL TOURS

Part 1 – Dos

for tailoring museum experiences
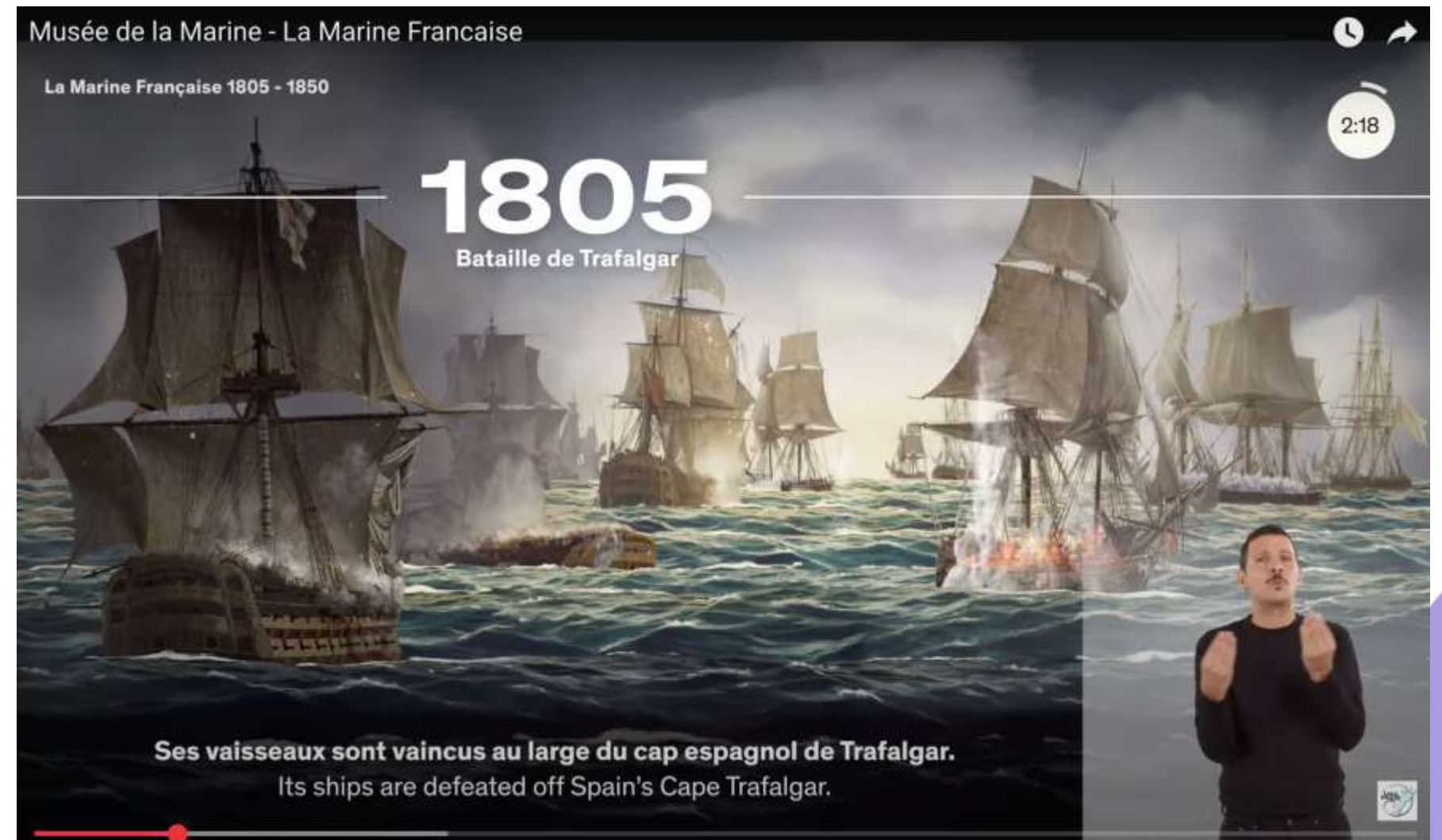
using digital tools

Audiodescription on audioguides

with tactile keypad for
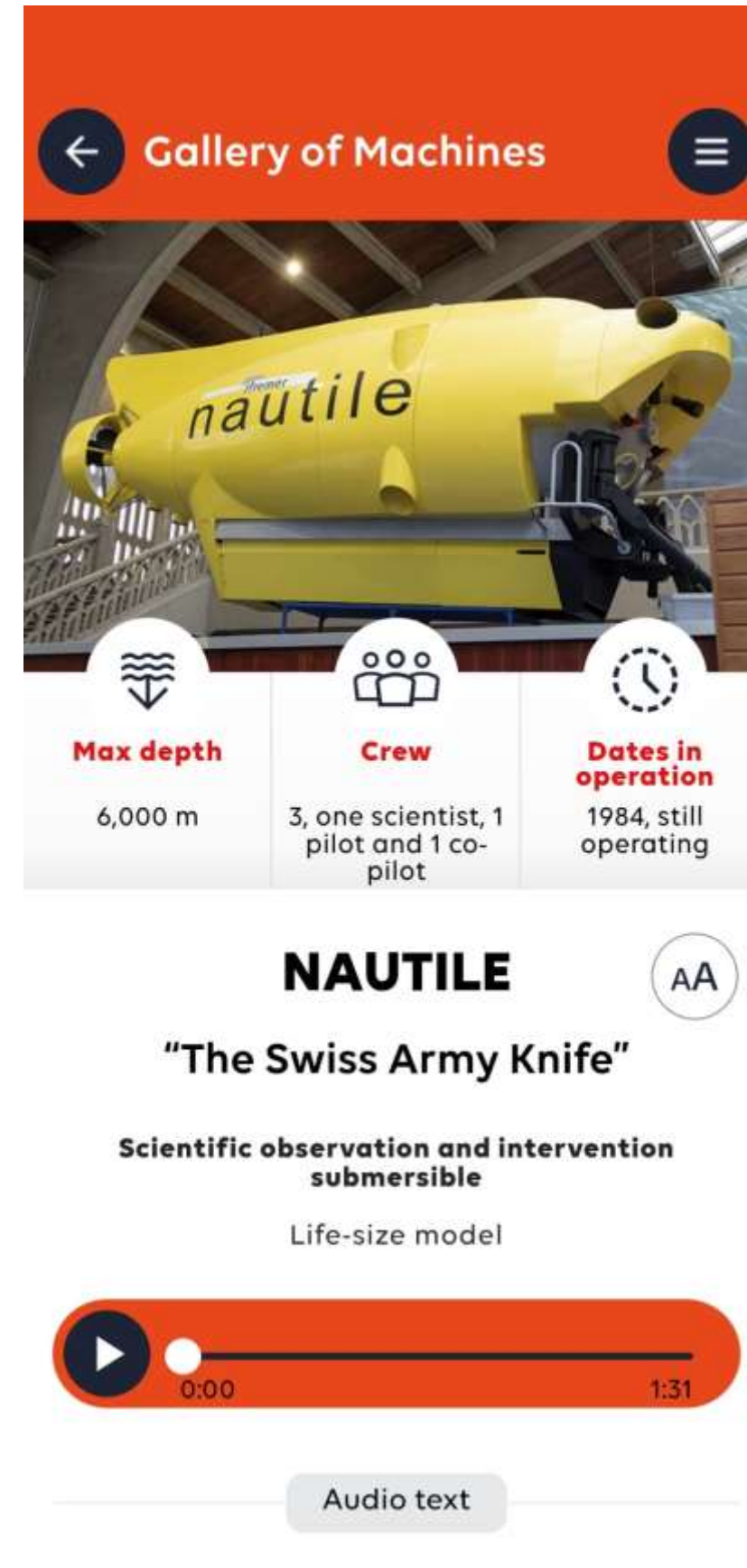
visually impaired audience

(landmark on the 5)

Sign Language videos

on visioguides, interactive kiosks, big screens for Sign Language speakers with full subtitling and surtitles for common names

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RESOURCES
FOR ACCESSIBLE
CULTURAL TOURS

Short audios (< 2 min)

for adults and kids in downloadable apps or audioguides

Audio transcripts

for visually impaired and audiences with cognitive impairment

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RESOURCES FOR ACCESSIBLE CULTURAL TOURS

Augmented Reality experiences

for archeological sites   to enhance a site with characters or missing scenery

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RESOURCES
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Games (observation games, quiz)

to enhance young visitors' experience in downloadable apps or visioguides

Interactive kiosks with 360º views for Mobility impaired audience

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VR experiences

of "distant / disappeared

worlds" : dinosaurs,

pyramids, inaccessible caves

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RESOURCES
FOR ACCESSIBLE
CULTURAL TOURS

Part 2 – Don'ts

for tailoring museum experiences

using digital tools

Touchscreen with no screen reader for blind visitors

Or sites not compatible with screen readers

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RESOURCES
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Webapps with poor networks inside museums or monuments

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RESOURCES
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Videos, VR or 3D based tours

for fine art collections

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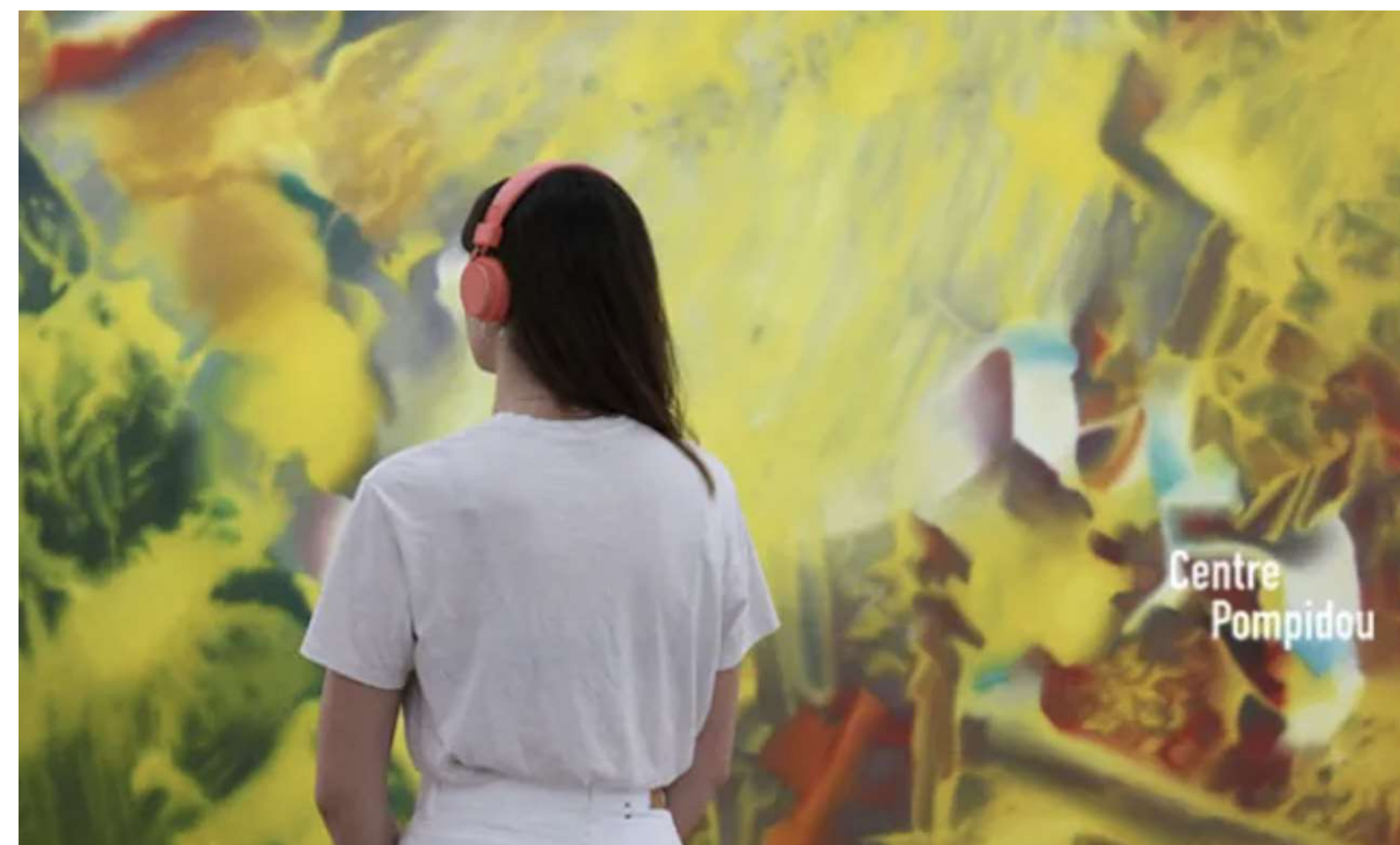RESOURCES
FOR ACCESSIBLE
CULTURAL TOURS

Onsite podcasts

long audios with no labels on

site to get to the artwork

AU REVOIR
LES AUDIOGUIDES

BONJOUR
LES PODCASTS

les Podcasts du
Centre
Pompidou

Centre
Pompidou

REACT

RESOURCES
FOR ACCESSIBLE
CULTURAL TOURS

Virtual reality of what you see on site

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RESOURCES
FOR ACCESSIBLE
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