

of human factors. / 21/20

6. B. The less effective exhibit is the Mona Lisa VR as it doesn't make use of touch and instead relies on the user sitting and listening. More interaction could be used and the user better engaged.

Presently the exhibit is very accessible to those with impairments, however its visual elements are inaccessible to the blind. Including the touch human factor would improve this. As the exhibit talks about the material used in the paintings frame, an example frame could be given to the user for them to touch and feel its material and sturdiness. Blank canvas could also be provided to each user for them to experience the texture that Da Vinci painted upon. Additionally, more metaphors could be used. This is less relevant as there are few interfaces in this exhibit, however adding additional home and back icons would allow users greater control over the flow of the exhibit and aid non-native speakers who may need to listen to information twice.

The ability to change font sizes of text and the addition of subtitles (alt text) would be further useful and borrow accessibility principles from computer system design. Aiding the hearing impaired.

The addition of touch changes and more interface metaphors would better meet Dix's flexibility principles by allowing more user control over exhibit flow. Learnability principles are already well met, with ~~usability~~ usability being high. Dix's principle of robustness is also met through audio feedback but could also be improved through touch vibrations when the user interacts with the exhibit. The exhibit already does well in many areas of accessibility from computer