

# The FAST Table: A New Approach to Developing Timely and Accessible Exhibit Experiences



**Our Goal** Create an infrastructure that can help exhibit developers offer rapidly-changing content in a way that engages as many people as possible, including people with disabilities.

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## What is FAST?

Flexible, Accessible Strategies for Timely Exhibit Design

### F Flexible

Our templates allow exhibit developers to easily change out content to suit their organization's needs.

### A Accessible

We consulted with the Museum's Accessibility Advisory Board and groups recruited through organizations that serve people with disabilities.

### S Strategies

Our infrastructure includes different tools and templates that provide a variety of strategies for creating captivating visitor experiences.

### T Timely

The infrastructure allows museums to swiftly engage their communities around new topics and/or urgent issues that emerge in the public sphere.

## Templates

We developed three initial FAST templates that allow exhibit developers to create their own FAST tables without starting from the beginning.

Each template includes software, design drawings, and assets for assembling a "sample experience".

### A Object Investigation

- Exploration of real objects or physical models
- Identification or classification
- Learning about a variety of items



**Sample experience:** The "Geology" table prompts visitors to identify mystery rocks based on how they formed.

### B Quiz Show

- Multiplayer participation
- Test knowledge or introduce a new topic
- Multiple-choice or true/false questions



**Sample experience:** At the "Mars" table, visitors learn about rover-based Mars exploration.

### C Node Exploration

- Explore nodes in a network
- Investigate a common theme across nodes
- Visualize connections between nodes



**Sample experience:** The "Global Climate Change Impacts" table allows visitors to navigate between different cultural heritage sites to learn about climate impacts.

## Table Elements

Projector

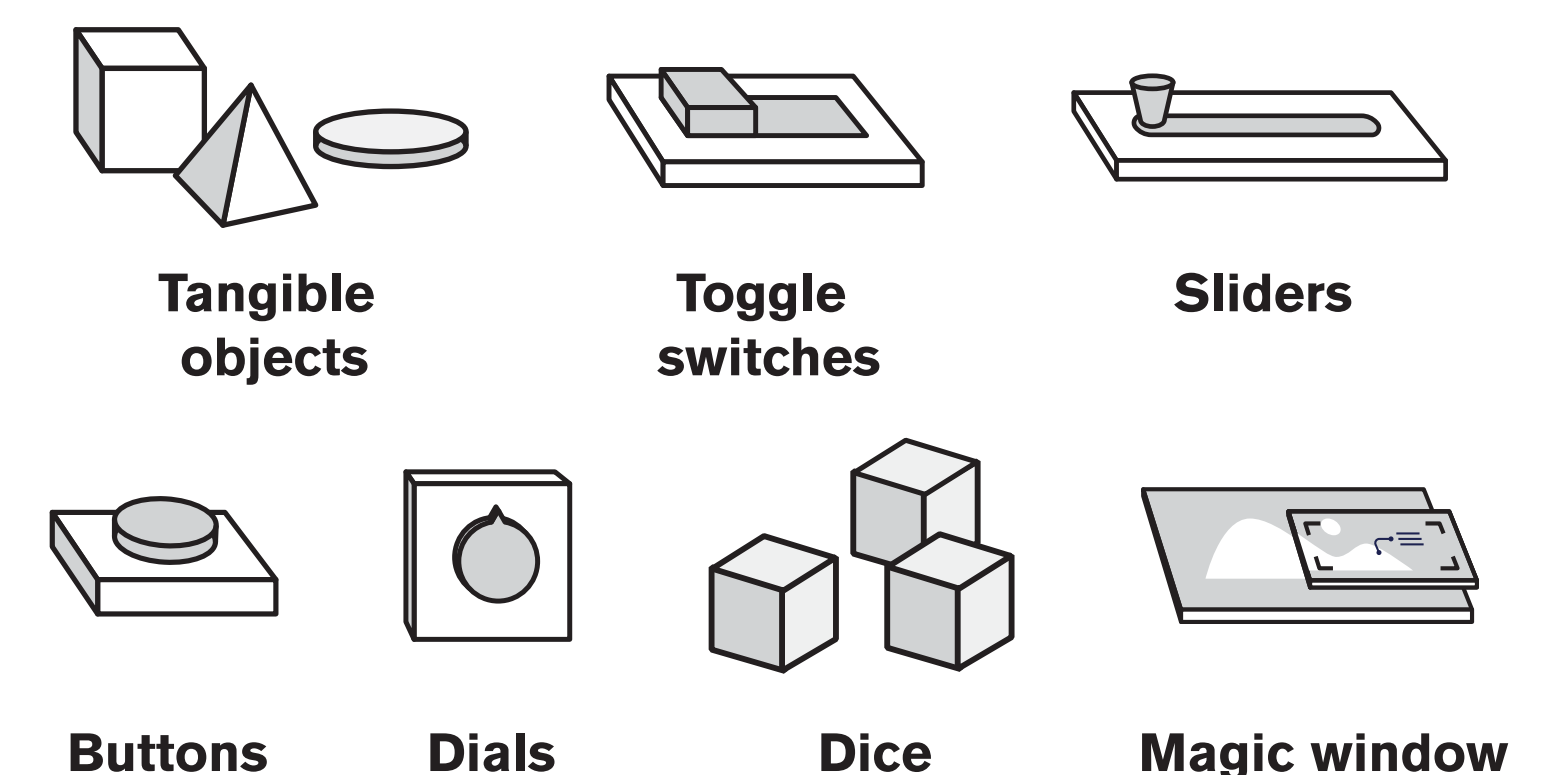
Table

Computer (in cabinet)

Speaker

Tools

(Examples)



**Computer vision (optional)**

Some tools rely on computer vision technology. These tools require an additional computer, an infrared camera and infrared lighting, and a checkerboard for camera calibration.

## Tips

- **Keep it simple.** Ensure clarity within an experience by relying on only one tool and one main message.
- **Avoid overloading the visitor** with too much content.
- **Use more than one modality** to communicate messaging and rewards.
- **Do not be afraid to experiment!** The templates are a starting point.



## Getting Started

To access the FAST templates and learn more about FAST, scan the QR code:

