



# Enhancing Blind Visitor's Autonomy in a Science Museum Using an Autonomous Navigation Robot

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# Museum Experience for Blind People

By **walking around a museum floor**, blind visitors can

- **Listen to the sound** at various locations
- **Sense the size** of the sub-exhibits
- **Feel the atmosphere** of the museum

[Asakawa et al., '19]



# Museum Experience for Blind People

## Museum Tour for Blind Visitors



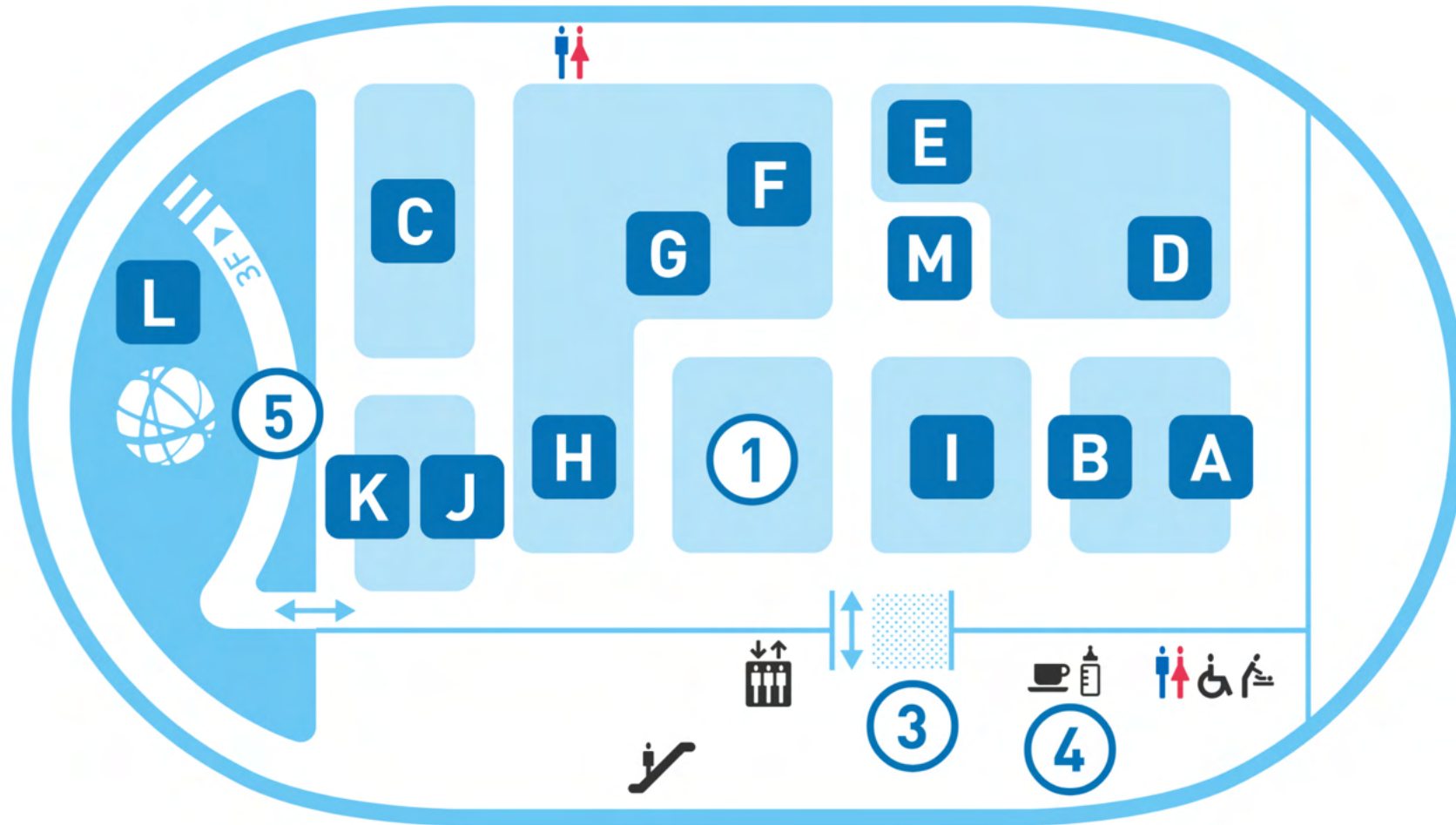
## Help from their Families or Friends



It is challenging for blind visitors to **enjoy a museum independently**



# Exploration in Museums



Freely arranged exhibits and no clear route indication

# Exploration in Museums

## **Autonomy** in Science Museum

**Choosing a series of sub-exhibits at their own pace** based on **personal interests** is an inherent part of a museum experience.

Freely arranged exhibits and no clear route indication

# Assistive Technologies for Museum Visitors

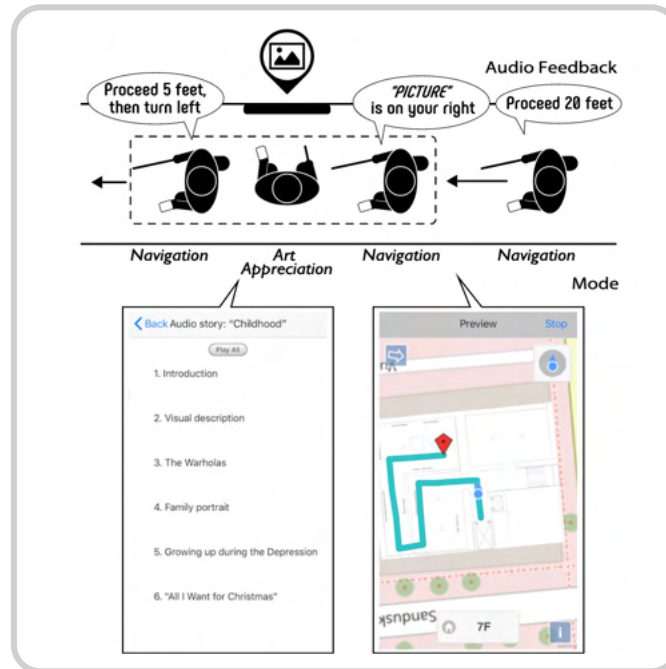
## Exhibit Accessibility



Tactile Representation of Artworks

[Luis et al., '21]

## Orientation & Mobility



Floor Navigation

[Asakawa et al., '19]

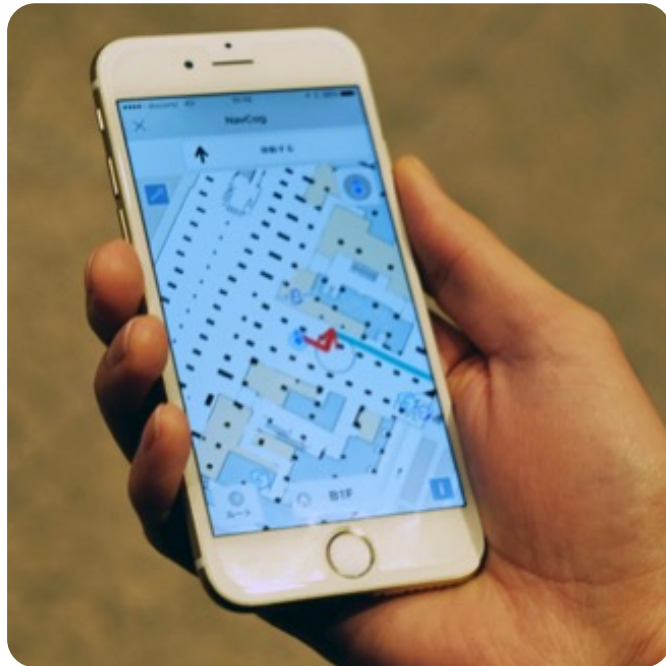
## Autonomy



Museum Exploration

# Orientation & Mobility Assistance

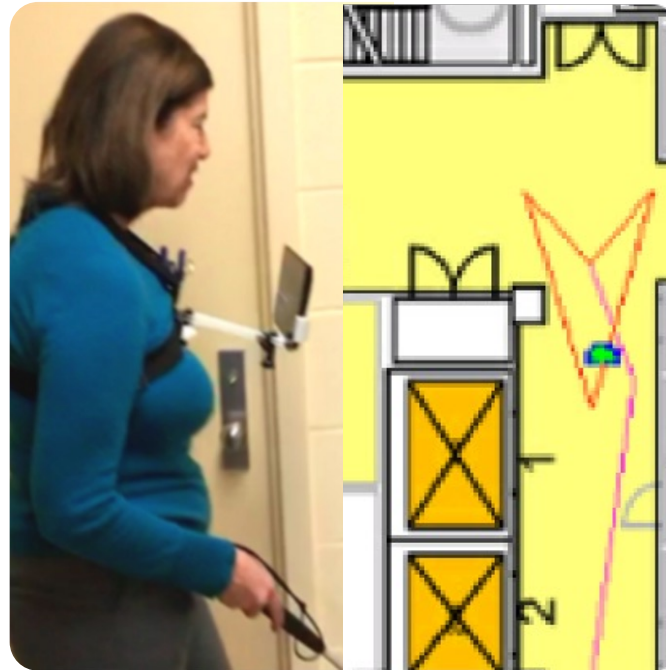
## Smartphone



### NavCog

[Ahmetovic et al., '16]

## Wearable Device



### ISANA

[Li et al., '15]

## Autonomous Robot



### CaBot

[Guerreiro et al., '19]



# AI-Suitcase Project



Suitcase-shaped Navigation  
Robot for Blind People





# Automated Mobility Assistance

## Robotic Navigation

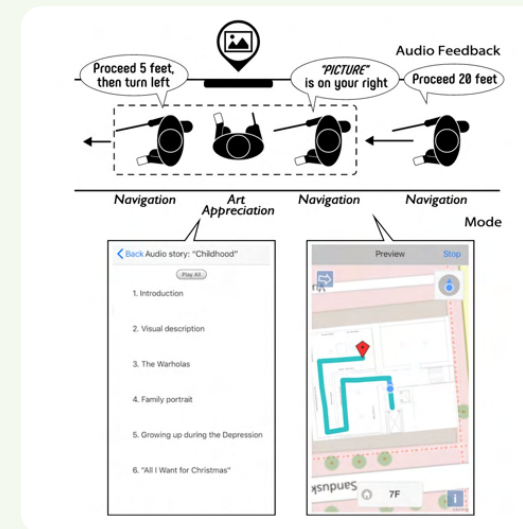
### Autonomous robot



[Guerreiro et al., '19]

## Museum Navigation

### Smartphone



[Asakawa et al., '19]

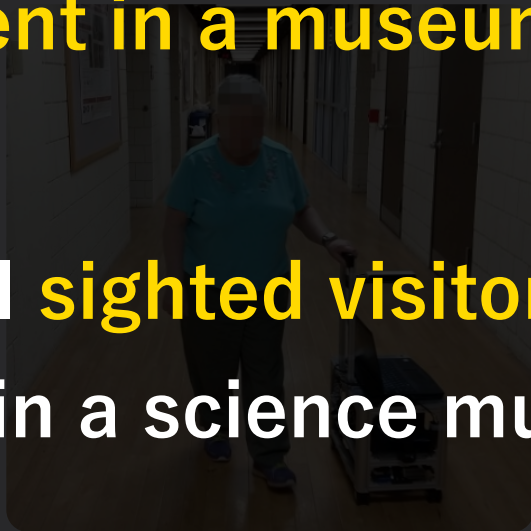




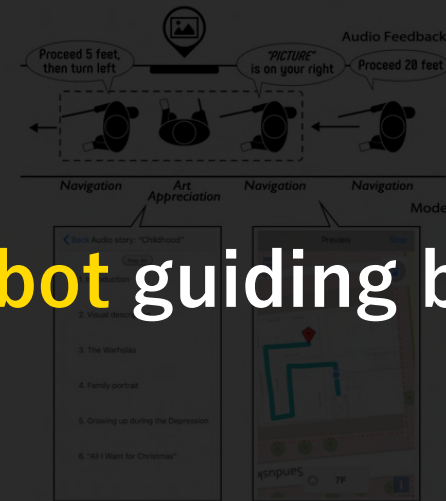
# Research Questions

To what extent can an **autonomous robot-based navigation system** contribute to **increasing blind visitors' autonomy and enjoyment in a museum?**

How will **sighted visitors perceive the robot** guiding blind visitors in a science museum?



[Guerreiro et al., '19]



[Asakawa et al., '19]

# Hardware

## iPhone

Robot's destinations control

## RGBD-Camera

Pedestrian detection

## LiDAR

Localization & Obstacle Detection

## CPU, Battery

Robot control

## Motor

Autonomous driving

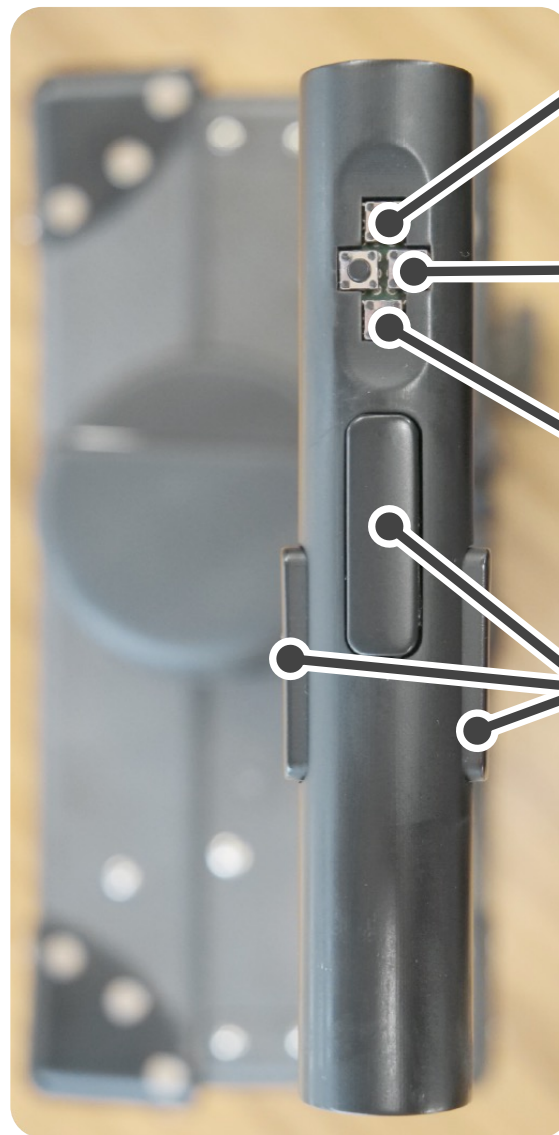




# Hardware



Haptic Handle



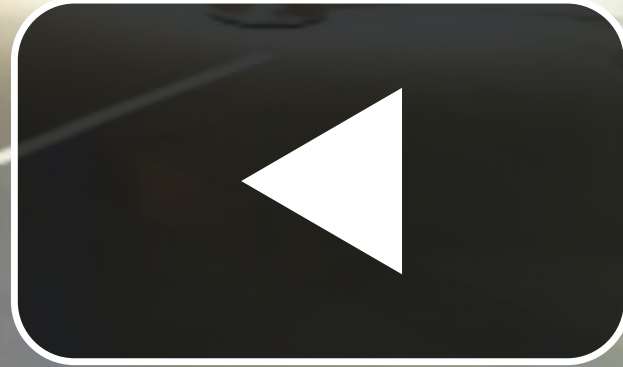
Speed Up

Next Exhibit

Speed Down

Vibrotactile Device

# System Overview



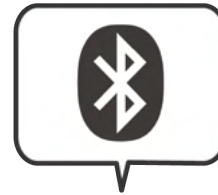
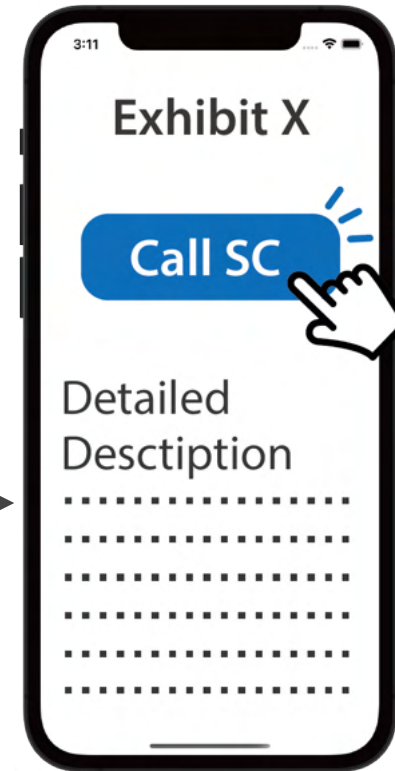


# System Design

AI-Suitcase



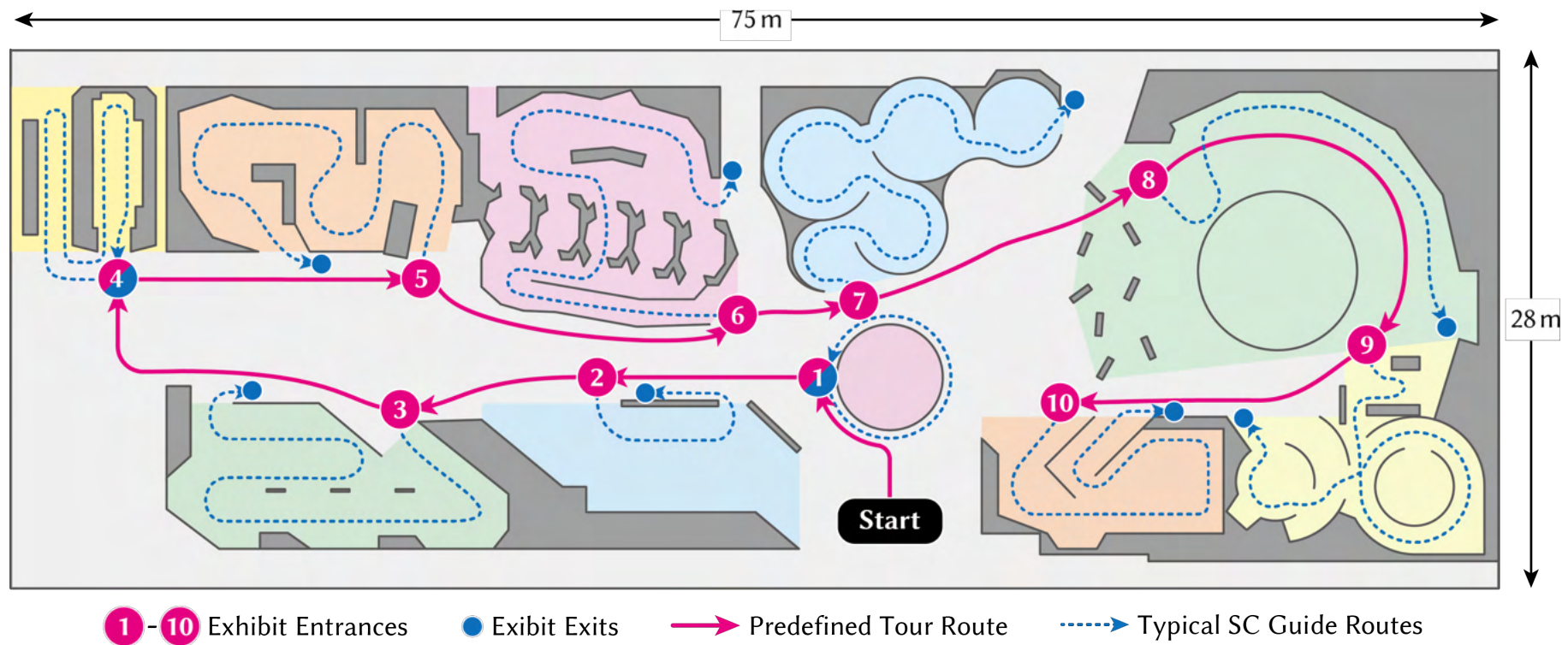
User's iPhone



SC: Science Communicator

# Set Robot's Destinations

- Specific exhibits from the list of exhibits
- **Predefined tour** that navigates all the exhibits



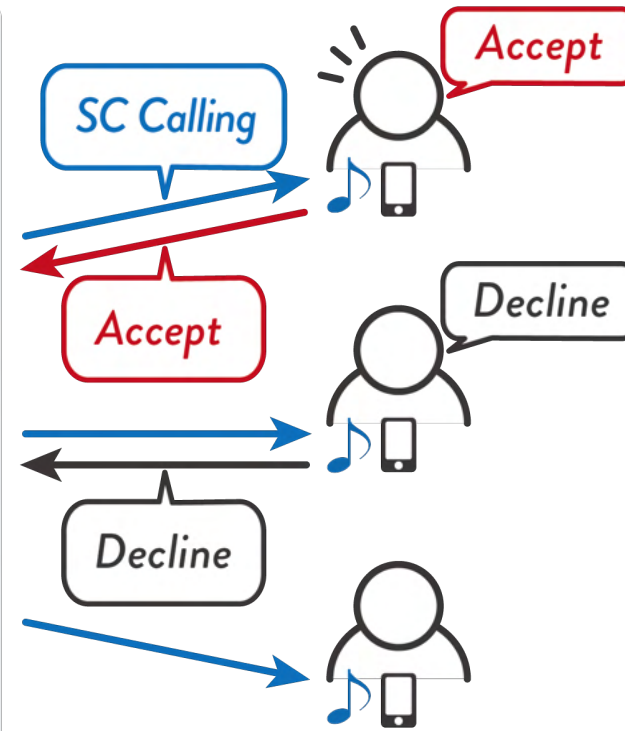
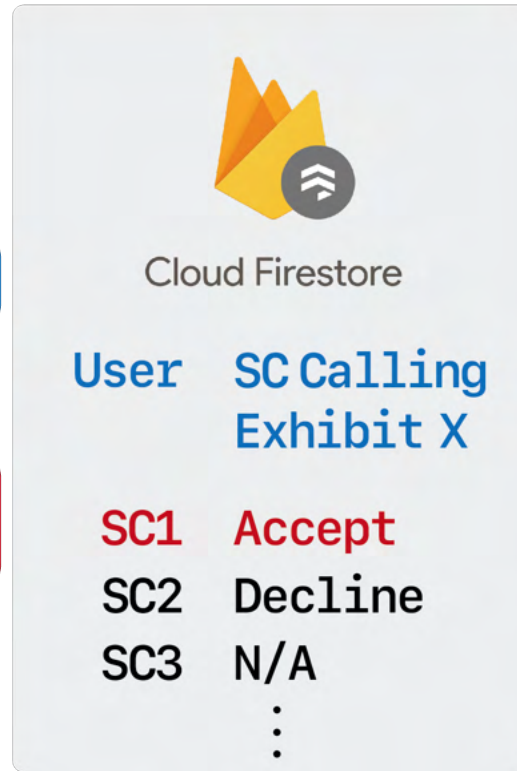


# System Design

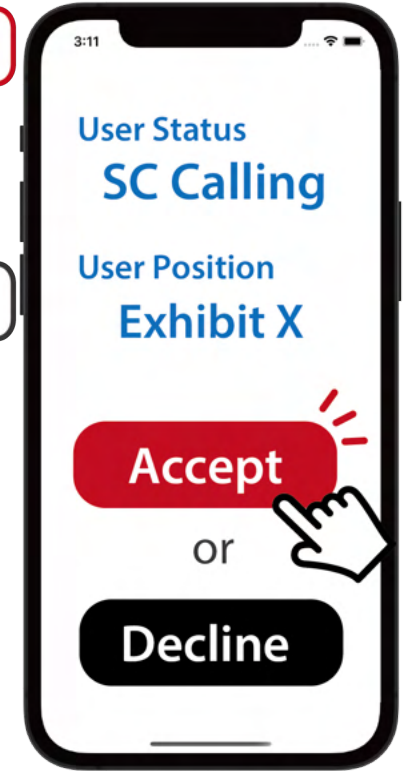
## User's iPhone

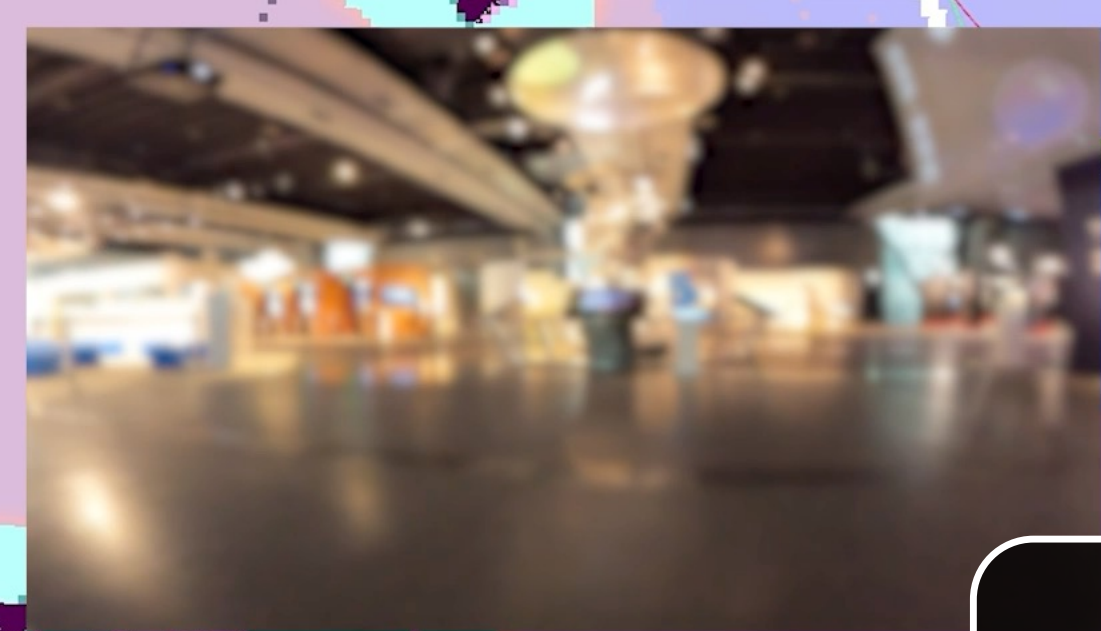


## Cloud Database



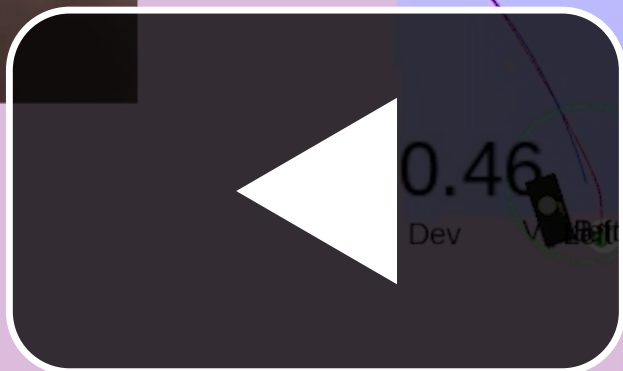
## SC's iPhone





light (-0.62)

x 10

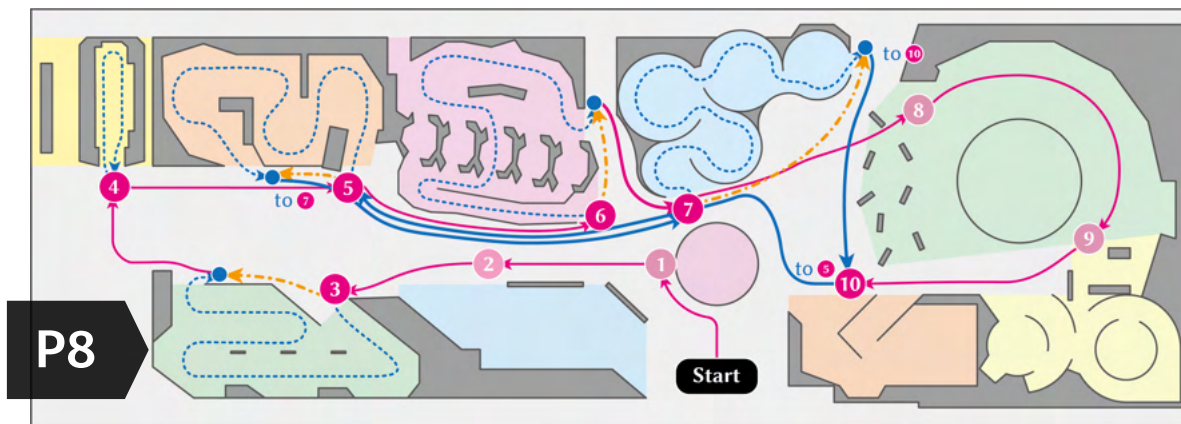
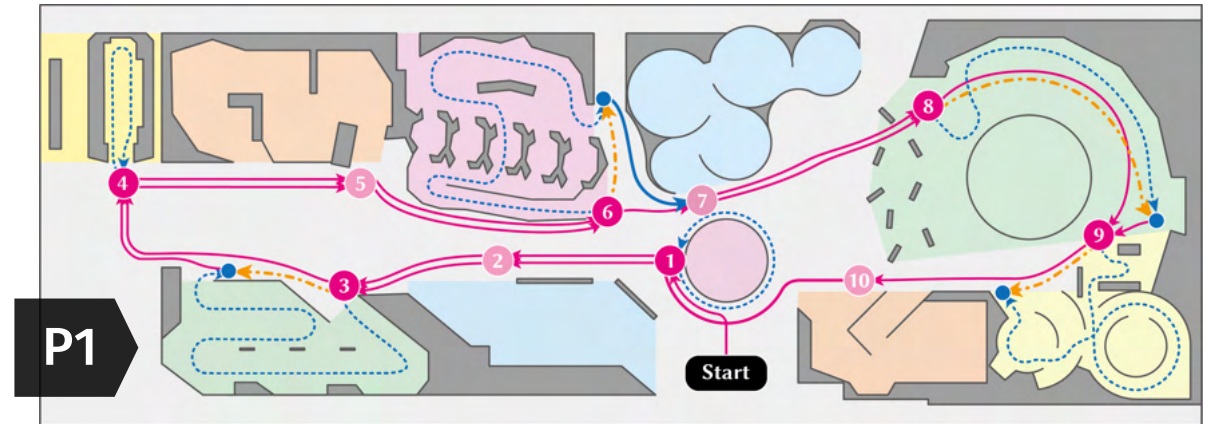
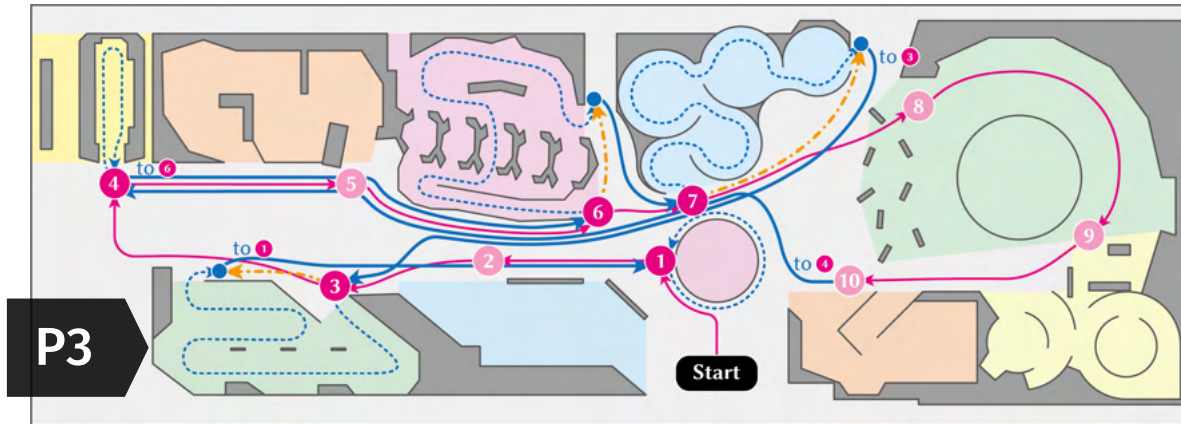


0.46 m/s

Dev V dev (0.85)



# Route Examples



The participants **chose to visit a variety of exhibits** according to their own interests and strategies

# Feedback

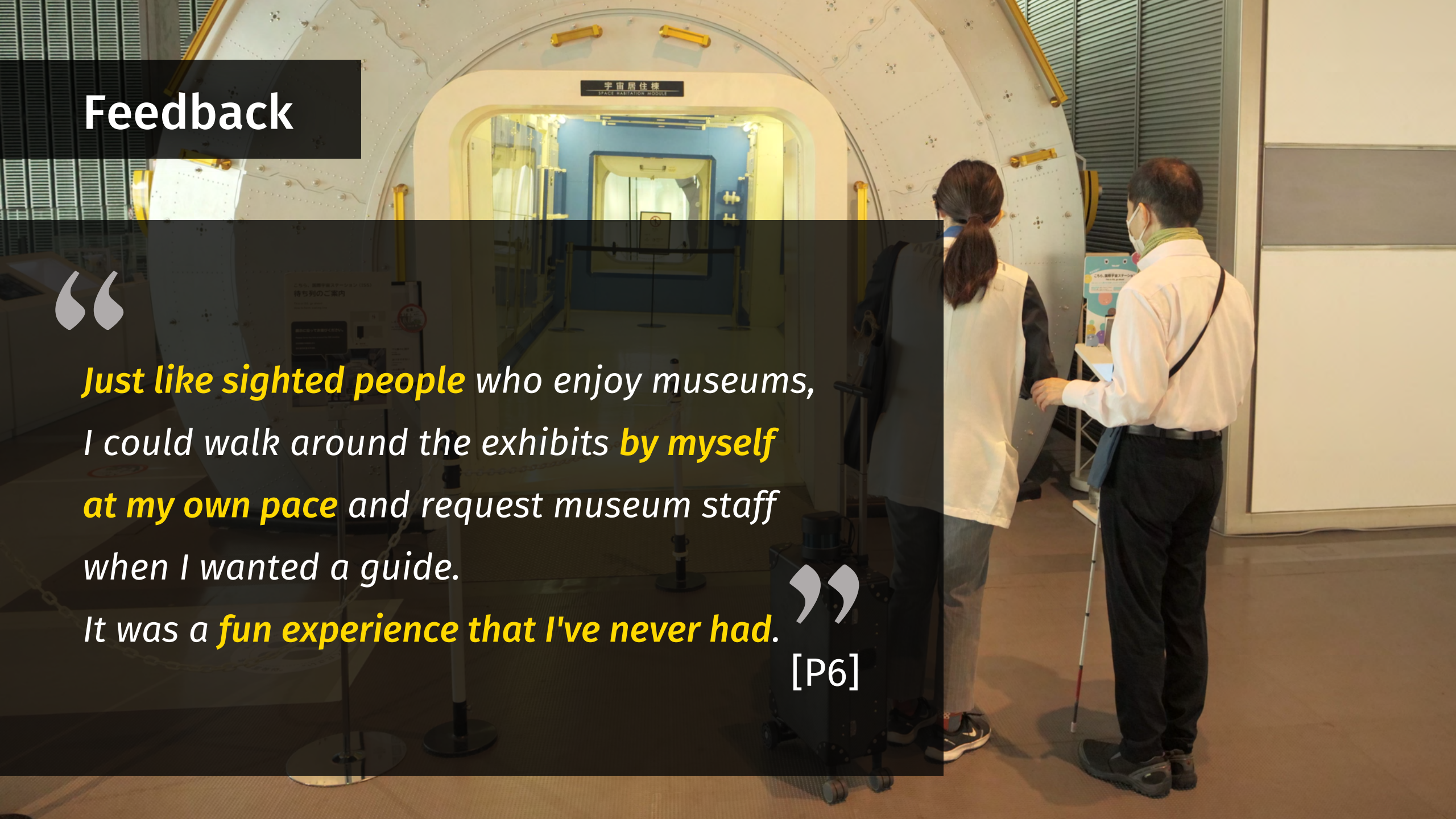
“

*Just like sighted people who enjoy museums, I could walk around the exhibits **by myself at my own pace** and request museum staff when I wanted a guide.*

*It was a **fun experience that I've never had.***

”

[P6]



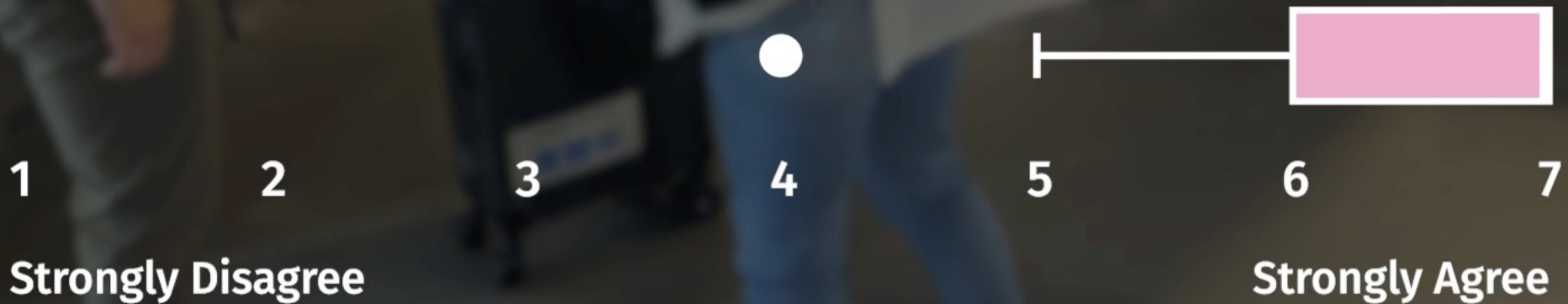


# Subjective Ratings (1: Strongly Disagree, 7: Strongly Agree)

	P1	P2	P3	P4	P5	P6	P7	P8	Median
I <b>enjoyed</b> exploring the museum with the robot.	7	7	7	7	6	7	7	7	<b>7</b>
I could explore the museum <b>independently at my own pace.</b>	7	7	7	7	6	7	7	7	<b>7</b>
The system was <b>easy to use.</b>	5	7	7	7	6	<b>3</b>	7	6	<b>7</b>

# Social Acceptance of the Robot

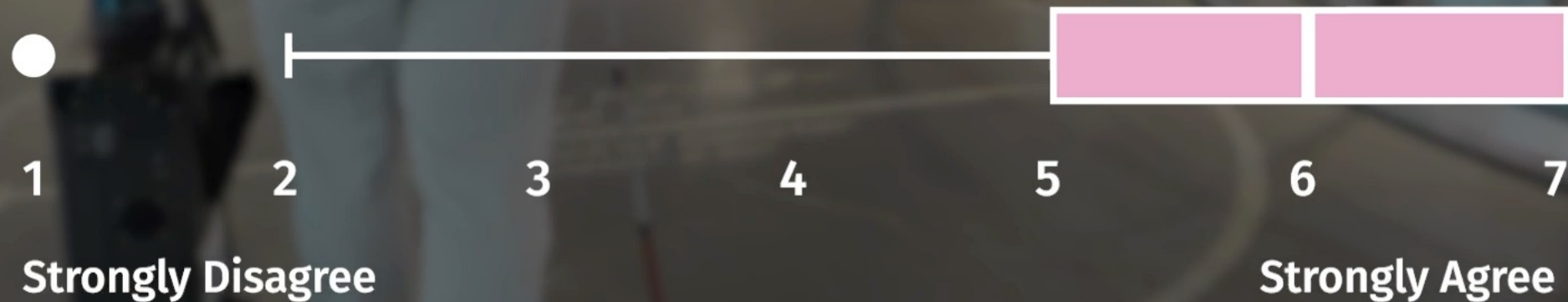
I agree that such assistive robots for blind visitors should be introduced in museums.





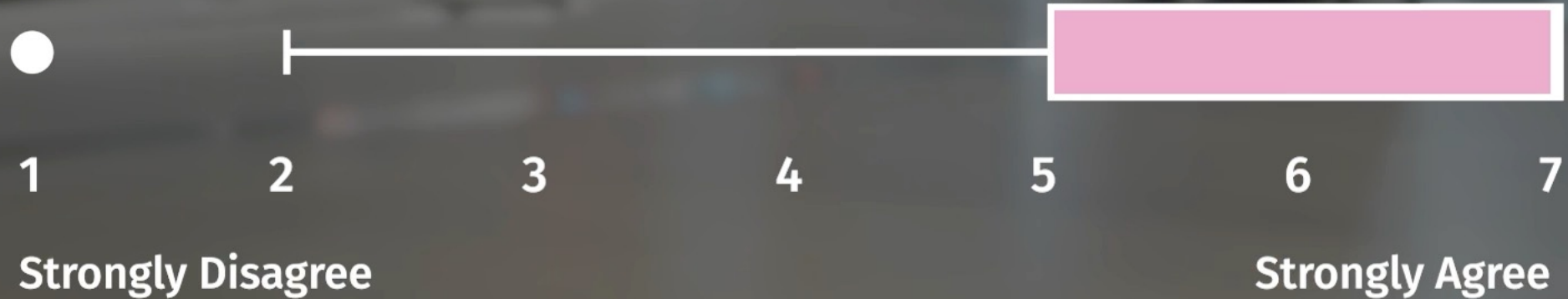
# Social Acceptance of the Robot

The movements of the blind people and the robot looked natural.



# Social Acceptance of the Robot

I am okay with the robot's camera capturing me if the captured data is not saved.





# Toward a **More Independent** Museum Experience

Total elapsed time (around 90 minutes)

Interact with **the system**

around 30%  
(26 minutes)

Interact with **the museum staff**

**around 70%**



*Rather than just listening to guidance in front of the entrance, it would be nice if I could **listen to the descriptions while walking inside with the robot** and experiencing the objects' sizes.*



[P2]

# Toward a **More Independent** Museum Experience

## Finer Navigation

### AI-Suitcase



Navigate **inside** exhibit

## Q&A System

- **Remote Assistant** System
- **Chat System** with Museum Staff
- **AI-based Q&A** System





# Enhancing Blind Visitor's Autonomy in a Science Museum Using an Autonomous Navigation Robot

- We designed a **science museum exploration system** by combining a **navigation robot** and the **intelligence of human assistants**.
- Our study at a science museum revealed that blind participants **could explore the museum independently** and appreciated the ability to **choose exhibits according to their own interests** and **enjoy the museum at their own pace**.
- The study also showed that **the sighted visitors** who saw the participants walking with the robot **accepted the assistive robot well**.