

The content of the **Accessibility Center** <http://slurl.com/secondlife/Healthinfo%20Island/62/97/21> was designed to present information in two ways - directly, through the touching of exhibits and posters, and also metaphorically by conveying messages through gameplay and visual imagery.

The Center is far from being a static display - each floor encourages the visitor to engage, interact and think. At every stage of its development it has been designed from the perspective of persons with disability and access issues in their everyday lives.

The automated greeter figure in the first floor entrance is a key representative of this. Touching it provides information about the Center's content in both textual chat and voice format simultaneously.

This floor also highlights the difficulties that Second Life's small text fonts can present the visually impaired by giving details of how to enlarge text and notecards and provides a forum for Center users to share their experiences in picture form on an image board, reminding them that no matter what their particular struggles in real life are, they are not without a support community in this virtual world.

The second floor of the building, Mobility and Dexterity Resources, continues the theme of understanding issues through hands-on exploration, setting the visitor the challenge of negotiating a safe path around typical obstacles in a 3D representation of an everyday working office.

This floor also offers a test of manual dexterity intended to demonstrate how much full physical coordination can be taken for granted.

The next floor up is In-World Support and Groups. As the title suggests, this area will point you to physical and learning disability organizations and small groups that have a permanent base in Second Life where people may meet, talk and gain further details about specific topics.

The fourth floor, Blindness and Low Vision, not only hosts a great number of touchable exhibits about sight disabilities but also has a walk-in 'glass prison', through which you can see through the eyes of those with lesser visual capability.

Up on the 5th floor is our feature on Audio Description, a narrative technique that makes visual images more accessible to blind and low-vision people by producing written and audible descriptions of primarily non-verbal visual information.

The National Library of Medicine Tutorials on the 6th floor offers links to interactive health tutorials in Adobe Flash format on topics dealing with eye diseases and problems and hearing loss.

The 7th floor meanwhile has more Hearing resources waiting to be discovered, and is dedicated to a motto by Immanuel Kant - "Not being able to see isolates you from objects. Not being able to hear isolates you from people."

Floors 8 and 9 are dedicated to Learning Disability Resources; as well as covering LDs in general, the exhibits on these levels will guide you to valuable specific resources and support for web usability, autism and ADHD and test your memory too!

Last but certainly not least, the Roof has a cushioned meeting area to hold gatherings for your group. Talk in comfort in a safe location located near to a wealth of information and links that your members are bound to enjoy reading and saving!

A mind is a terrible thing to waste. The new Accessibility Center will help to ensure that the minds of its visitors and those that they pass its contents to never will be!