Deep Time Real Time - Access Resources

What are access resources?

For Deep Time Real Time, the exhibition's curators commissioned Access Lab & Library (ALL) to develop access strategies that are responsive to the curatorial concepts and artistic contributions enfolded in the works, and the relationships between them.

With our closely held principles of access as a field for experimentation and a platform for generosity in hand, ALL proposed an array of responses, ranging from the pragmatic to the imaginary. These spanned access strategies that are adaptable for access now, and technologies or systems that could be developed for access in a future space/time.

This offering is a sampling from our pragmatic list: audio descriptions and textual image descriptions, developed using a variety of experimental and creative methods.

We invite everybody to enjoy them. They offer a unique set of sensory and critical avenues into the works in Deep Time Real Time, lean into richly subjective encounters with the works in the show, and reveal some of the artists' tactics and preoccupations.

You'll find:
- A room sheet optimised for screenreaders.
- Audio descriptions composed from conversational recordings in the gallery of artists Emma Jackson, Nicholas Mangan and Joel Sherwood Spring;
- A description of the audio component of Joel Sherwood Spring's work HOLECODED;
- Narrative image descriptions of Alicia Frankovich's sculptural works, from initial sight-lines entering the gallery to a close reading of textures and surfaces;
- Image description as sedimentation: a textual description of Simulaa's work that will grow in layers through the course of the exhibition, through iterative drafting in situ;
- Descriptions of various objects and interventions placed throughout the gallery;
- An overview of the exhibition from creative director and co-curator Fleur Watson