



Co-funded by
the European Union

Accessibility by visually impaired people – evaluation of sites, visited during the Pitch hike in Bulgaria (environmental checklist)

Konak – part of the Regional museum of history Vidin

Time of evaluation – late afternoon, indoors

1. Colour and Contrast

1.1 Good examples

1.2 Bad examples

Lack of contrast between steps/staircase and the surrounding surfaces. Low railings without good contrast.

1.3 Suggestions for improvement

Railings towards the toilets and protection for the staircase at the top.

Bright color markings/yellow tape.

2. Signs / posters

2.1 Good examples

2.2 Bad examples

Signs are not accessible for people with v.i. No Braille signs.

2.3 Suggestions for improvement

Signs with large fonts, easy to read by devices.

3. Lighting and glare

3.1 Good examples

No excessive bright lights. No glare.

3.2 Bad examples

Lights cannot be changed, intensified or lowered.

3.3 Suggestions for improvement



Co-funded by
the European Union

Light adjustment possibilities.

4. Texture

4.1 Good examples

There are different textures on top of the staircase.

4.2 Bad examples

No texture-varieties at other locations. People walk straight into the wrong side of the staircase when they enter the museum – the path in front of the door leads directly into the back of the staircase going up.

4.3 Suggestions for improvement

Place different textures around the entrance, towards the staircase and on top through the exhibition rooms.

5. Noise

5.1 Good examples

No noise, quiet building. No echo.

5.2 Bad examples

5.3 Suggestions for improvement

6. Clutter

6.1 Good examples

Rather clean from any problematic objects on the floor, clear passage between the different rooms and exhibits.

6.2 Bad examples

6.3 Suggestions for improvement

Cross-barracks museum Vidin (part of the Regional museum of history Vidin)

Time of evaluation – mid-day indoors

1. Colour and Contrast

1.1 Good examples



Co-funded by
the European Union

Well contrasted entrance to the museum.

1.2 Bad examples

Poor contrasts between the exhibition boxes and the floors/surroundings. No specific contrasting markings leading to different sections of the building.

1.3 Suggestions for improvement

Marking the glass boxes with bright contrasting tape.

2. Signs / posters

2.1 Good examples

Large posters are a part of the exhibition.

2.2 Bad examples

Small text on the posters. No adequate signs to toilets and the different exhibition halls.

2.3 Suggestions for improvement

Adding Braille signs and also larger directions to the different exhibition areas.

3. Lighting and glare

3.1 Good examples

Most of the areas are well lit.

3.2 Bad examples

Tall glass exhibit containers. Not clearly visible identifiable by for people with impaired vision.

A narrow path between two sections of the museum has poorer lighting and coming out of it and into the other two sections makes it a bit uncomfortable – too much sudden light.

3.3 Suggestions for improvement

Placing brightly coloured markings on the glass containers will neutralize the negative effects of the glare.

Perhaps increasing the light in the mid section, making it equal to the intensity of the light in the other areas.

4. Texture

4.1 Good examples

4.2 Bad examples



Co-funded by
the European Union

No particular textures on the ground marking the different areas/transitions. Uneven approach towards the building entrance.

4.3 Suggestions for improvement

Introducing some texture-diverse paths/guidance.

5. Noise

5.1 Good examples

The sound is rather good with some acoustics.

5.2 Bad examples

No

5.3 Suggestions for improvement

No

6. Clutter

6.1 Good examples

Large space, easy to move around with a guide or a cane.

6.2 Bad examples

The exhibition boxes might be a problem. Posters that are propped on the wall at an angle but not attached can be easily misbalanced. Someone can trip and tumble the poster holders.

6.3 Suggestions for improvement

Attach the posters to the walls and clearly mark the exhibition stalls.

Baba Vida Fortress

Time of evaluation – 19 June 2023 morning

1. Colour and Contrast

1.1 Good examples

When we were outside with the light of the sun it was easier to see the colours.

1.2 Bad examples

Inside the chambers (prison break game) there was no light so it was difficult to see.

The light in inner chambers of the fortress is very poor.



Co-funded by
the European Union

1.3 Suggestions for improvement

Add some light to the dark rooms of the fortress.

2. Signs / posters

2.1 Good examples

2.2 Bad examples

Did not have signs or posters for the visually impaired.

2.3 Suggestions for improvement

To have signs for v.i. Tactile signs, acoustic signs or with colours.

3. Lighting and glare

3.1 Good examples

Because it was outside and it was during the day with the sun it was easier to see around. No glare areas inside the fortress.

3.2 Bad examples

No proper lighting inside the chambers of the fortress.

3.3 Suggestions for improvement

To add light inside the dark rooms.

4. Texture

4.1 Good examples

Touching the walls of the fortress you could understand the shapes and generally the way in which the building and the rooms were constructed.

4.2 Bad examples

It was difficult to walk because of the stones. It was slippery and really tricky for the cane.

4.3 Suggestions for improvement

Put a carpet or a wooden path to lead the v.i.

5. Noise

5.1 Good examples



Co-funded by
the European Union

If there are few people, the place is quiet and you can listen and focus on the guide tour.

5.2 Bad examples

Too much noise, large groups would make it difficult to walk or to listen to the guide tour.

5.3 Suggestions for improvement

When a v.i. person goes to visit the fortress maybe they can get headphones with the tour to listen or have information in Braille or to have the choice to be alone in the tour.

6. Clutter

6.1 Good examples

No clutter. The exhibits are placed out of the path so you cannot really stumble on anything besides the uneven stones that form the floor.

6.2 Bad examples

6.3 Suggestions for improvement

The River complex – restaurant in Kozloduy

Time of evaluation – mid-day, early afternoon outdoors

1. Colour and Contrast

1.1 Good examples

1.2 Bad examples

Dangerous unmarked steps, no contrasts. Glass railings towards the river bank.

1.3 Suggestions for improvement

Adding contrasts where necessary.

2. Signs / posters

2.1 Good examples



Co-funded by
the European Union

2.2 Bad examples

No Braille, no large signs easy to read.

2.3 Suggestions for improvement

Placing Braille signs or large clear signs on the eye level.

3. Lighting and glare

3.1 Good examples

3.2 Bad examples

Glass surrounding the restaurant towards the Danube river bank – it has a nice visual effect for the sighted but is not good for the v.i. guests.

3.3 Suggestions for improvement

Mark the glass facing the river bank better, so that it can be told apart from the rest of the environment.

4. Texture

4.1 Good examples

4.2 Bad examples

No different textures used, not easy to navigate the space.

4.3 Suggestions for improvement

Add passages for the v.i. with different textures.

5. Noise

5.1 Good examples

No noise, no echo. The sound surroundings are nice.

5.2 Bad examples

5.3 Suggestions for improvement

6. Clutter

6.1 Good examples

No clutter to fight. There are larger spaces, which, with proper textures, signage and contrasts can make navigating the area quite easy.



Co-funded by
the European Union

6.2 Bad examples

6.3 Suggestions for improvement

Radetzky ship – Kozloduy

Time of evaluation – mid-day indoors

1. Colour and Contrast

1.1 Good examples

Tactile walk on the bridge towards the ship, which has some contrasts. Interesting to experience and explain to participants with v.i. After explanation – easy and fun to use.

1.2 Bad examples

Protruding parts of the ship (from the floor), which are not marked – dangerous for walking. Parts with different levels painted in the same color.

1.3 Suggestions for improvement

Contrasting tape on certain areas.

2. Signs / posters

2.1 Good examples

Tactile shapes (3D maps) perfect for understanding the route of Botev and the shape of the river Danube.



Co-funded by
the European Union

2.2 Bad examples

2.3 Suggestions for improvement

3. Lighting and glare

3.1 Good examples

No glares. The lighting was not checked as it was midday and we did not really get into dark indoor places.

3.2 Bad examples

Some dimly lit passages through the ship.

3.3 Suggestions for improvement

More light in transition passages.

4. Texture

4.1 Good examples

4.2 Bad examples

Only changes between wood and metal floorings. Wooden planks are uneven to walk on.

4.3 Suggestions for improvement

5. Noise

5.1 Good examples

No noise, no echo. Rather good for talks to groups in both open-air (when the weather is calm) and indoor places.

5.2 Bad examples

5.3 Suggestions for improvement

6. Clutter

6.1 Good examples

6.2 Bad examples

There are dangerous unmarks objects and parts of the ship on the ground, which are not marked.

6.3 Suggestions for improvement



Co-funded by
the European Union

Even out unused elements or raise the surrounding area. Mark them!

Hotel Stariyat grad (Vidin)

Time of evaluation – mid-day indoors

1. Colour and Contrast

1.1 Good examples

1.2 Bad examples

A lot of colours, few bright ones, no aim for any contrasts specifically. There are stairs towards the rooms, which can be marked in a better way, especially considering that the staircase splits to the left and to the right towards two corridors with rooms.

1.3 Suggestions for improvement

Marking the staircase and placing strong railings, leading up to the room corridors. The building is a monument of the culture so no internal or external restructurings can be done, hence no possibilities for elevators or similar.

2. Signs / posters

2.1 Good examples

2.2 Bad examples

No Braille, no large signs that are easy to read.

2.3 Suggestions for improvement

Placing some easy to read large font signs would be beneficial for people with v.i.



Co-funded by
the European Union

3. Lighting and glare

3.1 Good examples

The lighting throughout the hotel is rather even, no sharp drastic lights, no too dim areas. The discomfort for v.i. people is minimized.

3.2 Bad examples

The light intensity might probably be higher, however, this is not crucial. Not really a problem.

3.3 Suggestions for improvement

4. Texture

4.1 Good examples

The mat in front of the staircase leading up to the floors where the rooms are is a sign for the change that should be expected. Also, after the staircase, on the corridor floors there are carpets that are a nice sign of this different area in the hotel.

4.2 Bad examples

4.3 Suggestions for improvement

5. Noise

5.1 Good examples

The hotel is not a noisy place, there is no excessive noise leading to disorientation.

5.2 Bad examples

5.3 Suggestions for improvement

6. Clutter

6.1 Good examples

6.2 Bad examples

Too many objects in the hotel and tiny areas/places. The decoration of the hotel includes old furniture, many dolls and different figurines. Looks lovely to the sighted, however, for newcomers with impaired vision.

6.3 Suggestions for improvement

Clear out some of the furniture placed in different locations throughout the hotel, as well as some of the many toys, which are placed throughout.



Co-funded by
the European Union

Hotel Vida (Vidin)

Time of evaluation – mid-day indoors

1. Colour and Contrast

1.1 Good examples

1.2 Bad examples

No contrasting is pursued in the hotel. There are a lot of steps that are not easy to identify.

1.3 Suggestions for improvement

Placing some contrasting tape on stairs leading to the entrance of the hotel, to the area next to the bar and those going up to the second and third floor.

2. Signs / posters

2.1 Good examples

2.2 Bad examples

No easy to read signs for people with v.i.

2.3 Suggestions for improvement

Some large font signs plus Braille markings can make a difference here.

3. Lighting and glare

3.1 Good examples

3.2 Bad examples

Some minor glare effect from the flooring around the bar area / reception area and some areas with light that needs to be more intense.

3.3 Suggestions for improvement

More intense light especially in the areas going up to the second and third floor and on the floor levels. More light in the reception area would strengthen the glare effect.



Co-funded by
the European Union

4. Texture

4.1 Good examples

4.2 Bad examples

Tiles everywhere. No diversified textures.

4.3 Suggestions for improvement

Some floor mats or passages to staircases or to the bar area could be of help for the v.i. visitors.

5. Noise

5.1 Good examples

No noise, no echo.

5.2 Bad examples

5.3 Suggestions for improvement

6. Clutter

6.1 Good examples

Rather clean from unnecessary objects – both in the common areas as well as in the rooms. Simply decorated hotel, easy to navigate once you get to know it.

6.2 Bad examples

6.3 Suggestions for improvement

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.