

# Trainers for Visually Impaired Students Introduce 3D Printing

# CURRICULUM Training of visually impaired participants in 3D printing with FDM 3D printers

Curriculum for the T4VIS-In3D Trainer Course Training of visually impaired participants in 3D printing

Published by the T4VIS-In3D Project Consortium

**Version 2** 





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#### **Curriculum for the T4VIS-In3D Trainer Course**

Number of modules: :	Modules			
Average learning time:	40 learning units (CU) á 45 minutes			
Group size: :	Trainers: 1 Participants: 3-10			
Target group:	<ul> <li>Mobility teacher</li> <li>ADL Trainer</li> <li>Physiotherapy instructor for blind and visually impaired participants</li> <li>STEM teachers and trainers for technical professions for visually impaired people Occupational therapists</li> </ul>			
Prerequisites of the participants:	Basics of training theory for visually impaired people     Experience in working with people with			
	visual impairments 3. Knowledge in the operation of FDM 3D printers			
	Knowledge in the operation of the slicer CURA			
	<ol><li>Knowledge in the use of Autodesk Fusion360</li></ol>			
	<ol><li>No medical restrictions regarding the operation of machines.</li></ol>			
	7. No diagnosed plastic allergy 8. Visual acuity of 0.5 or better			





Required	material/infrastructure
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- For each participant 1 notebook or PC/MAC with min. 12 GByte RAM and 3D compatible graphics adapter
- 2. Internet connection
- 3. 1 FDM printer per 3 participants
- 4. Tools supplied for the operation and maintenance of the 3D printers used
- 5. Optical or electronic magnifying glass, or smartphone app
- 6. Required Software:
  - + Autodesk Fusion360 Education or Regular Version+ Autodesk Meshmixer+ Ultimaker Cura or Slicer software supported by the procured 3D printers.
- 7. Tutorials of this course for each participant
- 8. Operating instructions for the 3D printers used
- 9. 500 g PLA filament per participant
- 10. Deburring tool and key files
- 11.1 pair of safety goggles per participant
- 12. Heat and cut-resistant gloves
- 13. Simulation glasses for visual impairments
- 14. Spare parts for demonstration (extruder, nozzle, heating elements and thermistor)
- 15. Pocket light
- 16. Pointer





#### Module 1 - Assessment of the participants

Learning	Assessment of the participants  At the end of this module, course participants will be able to assess how			
	accurately visually impaired students can ope			
objective	construct models	, , , , , , , , , , , , , , , , , , ,		
CU <sup>1</sup> 's	Topic Comment			
4 CU's	Assessment			
1 CU	<ul> <li>Short introduction: going through the modules of the course: <ol> <li>Assessment: the present module</li> <li>Improving accessibility of FDM printers for VIP users</li> <li>Introduction of visually impaired participants to the operation of FDM 3D printers</li> <li>Introducing visually impaired participants to work with Slicer software</li> <li>Introducing visually impaired participants to the operation of Autodesk Fusion360</li> <li>Post-processing of components</li> <li>Preparing and executing a lesson</li> </ol> </li></ul>	Implementation by the participant according to the guidance of the trainer		
1 CU	Determination of the ability to operate the slicer software  8. Introduction to the Cura GUI  9. Loading STL files  10. Moving and rotating the components  11. Setting the material and unit parameters  12. Carrying out the slice process  13. Assessment of the result in the layer view  14. Export of the Gcode file	Implementation by the participant according to the guidance of the trainer		
1 CU	Determination of the ability to operate the CAD software  1. Introduction to the GUI 2. Correct positioning of the mouse pointer 3. Rotating and moving the working area, correct functioning of the zoom function 4. Drawing defined sketches, circle, rectangle, triangle, trapezium	Implementation by the participant according to the guidance of the trainer		
1 CU	Operating an FDM printer according to instructions  1. Operating the display 2. Leveling the build plate 3. Loading the filament 4. Preparatory activities 5. Starting the print 6. Removal of the component 7. Unloading the filament	Implementation by the participant according to the guidance of the trainer		

<sup>&</sup>lt;sup>1</sup> CU = Course unit á 45 minutes





#### Module 2 - Improving accessibility of FDM printers for visually impaired users

Learning	At the end of this module, each participant should know how to improve			
objective	the accessibility of 3D printer hardware to facilitate its use by visually impaired users.			
CU's	Topic	Comment		
<u>5 CU's</u>	Introduction to common problems visually impaired people might have while using FDM printers. Possible hazards and tools to improve contrast to facilitate use			
1 CU	Elaboration of possible difficulties of visually impaired participants in the operation of FDM printers	Group work, brainstorming		
2 CU	Improving the accessibility of FDM printers for visually impaired users  1. Improving the contrast 2. Tools and software to improve the contrast and magnification of printer displays 3. Methods for tactile demonstration and explanation of the components of a 3D printer	Demonstration, self- experience with simulation glasses		
1 CU	Screen settings for operating the software by visually impaired users  1. The incompatibility with screen magnification software such as: Zoomtext  2. Enlarged character display through the WINDOWS settings  3. Enlarged mouse pointer setup  4. Increased contrast setting	Presentation, implementation		
1 CU	Operation of the 3D printer via apps and software of the printer manufacturer  1. Example Ultimaker App  2. Example IdeaMaker Software	Presentation, exercise		





# Module 3 - Introduction of visually impaired participants to the operation of FDM 3D printers

Learning					
objective CU's		Comment			
	Topic	Comment			
<u>7 CU's</u>	Explanation and demonstration of the essential				
	components. Commissioning, loading and				
	decommissioning of an FDM 3D printer.				
2 CU	Demonstration of the construction of an FDM printer  1. Axes and bearings of the X and Y axis 2. Build plate and Z-axis 3. Extruder and extruder components 4. Filament guide	Demonstration, self- experience with simulation glasses  Hand lamp, pointer and spare parts for better			
	<ul> <li>5. Display and controls for controlling the printer</li> <li>6. Interfaces for data media</li> <li>7. Short list of extension files in connection with printer machines</li> </ul>	demonstration. Pay special attention when indicating a danger zone			
2 CU	Preparing the 3D printer  1. Adjusting the build plate 2. Loading the filament 3. Start a test print to check correct adjustment and adhesion 4. Detaching the component from the build plate 5. Adjustment 6. Cleaning the build plate 7. Improving the adhesion of the build plate 8. Short list of extension files in connection with printer machine softwares	Demonstration, self- experience with simulation glasses  Hand lamp, magnifier or magnifier app			
2 CU	Decommissioning the 3D printer 1. Unloading the filament 2. Checking the functional parts 3. Care and maintenance of the functional parts	Demonstration, self- experience with simulation glasses  Pocket light, magnifier or magnifier app			
1 CU	Control of the printers via app and/or software	Demonstration, exercise			





## Module 4 - Introducing visually impaired participants to work with Slicer software

Learning					
objective	methodically teach visually impaired users how to use the slicer software (e.g.: Cura, IdeaMaker) correctly.				
CU's	Topic Comment				
4 CU's	Explanation of essential functions and avoidance of sources of error for use with visual impairment				
2 CU	Potential sources of error in operation by visually impaired users: Various views (Solid, Layer X-Ray)  1. Checking the correct positioning (rotating, shifting)  2. Checking the settings  3. Performing the slice  4. Visual inspection of the layers	Demonstration, self- experience with simulation glasses			
2 CU	Configuring and adding printers  1. Menu control  2. Unit parameters  3. Potential sources of error  4. Backup and restore settings	Demonstration, self- experience with simulation glasses, exercise			





### Module 5 - Introducing visually impaired participants to the operation of Autodesk Fusion360

Learning	<b>_earning</b> At the end of this module, students will be able to communicate the				
objective	users in a way that is accessible to people with di	• •			
CU's	Topic	Comment			
11 CU's	Optimisation of the GUI for visually impaired				
	users. Use of the basic functions "Construction"				
	and "Modification".				
2 CU	Introduction to the Graphical User Interface and	Demonstration, self-			
	its customisation	experience with			
	<ul> <li>+ Changing the background colour</li> </ul>	simulation glasses, exercise			
	+ Setting the grid	exercise			
	+ Popular shortcuts				
	+ Toolbar and menu bar,				
	+ Workspace				
	+ Browser palette, perspective view,				
	timeline				
	+ Navigation area, comment field				
	+ Context menu				
	+ Timeline				
3 CU	Sketches. Create, edit and move sketches	exercise			
	+ The Sketch Menu				
	+ Background grid settings				
	+ Units of measurement and dimensioning				
	<ul> <li>Selecting and deleting sketches</li> </ul>				
	+ Creating selection sets				
	+ Edit, move, rotate and copy sketches				
	<ul> <li>Creating sketches from photos with</li> </ul>				
	paste and view area				
3 CU	Creating solids via the "Create" menu	exercise			
	<ul> <li>+ Difference between direct and</li> </ul>				
	parametric modelling				
	+ Workspace				
	+ Combining bodies				
	+ Creating solids with construction tools				
	+ Extrusion				
	+ Sweeping				
	+ Turn				
	+ Arrange				





Learning objective	At the end of this module, students will be able to communicate the settings and operation of Autodesk Fusion360 to visually impaired users in a way that is accessible to people with disabilities.		
CU's	Topic Comment		
11 CU's	Optimisation of the GUI for visually impaired users. Use of the basic functions "Construction" and "Modification".		
2 CU	Export of created constructions as STL file + About File Menu + About "Workbench" Setup Evaluating the STL file	exercise	
1 CU	How to teach VIP students to create an object from start to the end	Exercise	





#### **Module 6 –** Post-processing of components

Learning	At the end of this module, the course participants are able to teach				
objective	visually impaired users, taking into account occupational health and				
	safety, how to rework components				
CU's	Topic	Comment			
3 CU's	Activities and safety precautions in the post-				
	processing of FDM components				
1 CU	Required and suitable tools, materials and protective equipment for reworking  + Adhesives + Primers and varnishes + 3D Printing Pens + Cutter and knife + Deburrer + Side cutters + Safety goggles + Protective gloves				
2 CU	Practical post-processing of FDM components  + Assessment of the component  + Selection of suitable protective equipment  + Deburring and smoothing the surface  + Filling gaps  + Priming and varnishing  + Bonding components with adhesives	Self-experience with simulation glasses, exercise			





#### **Module 7 -** Preparing and executing a lesson

Learning	At the end of this module, the course participants have prepared and				
objective	methodically carried out a teaching lesson introducing FDM printing to				
	visually impaired users.				
CU's	Topic	Comment			
6 CU's	Content and methodological preparation and				
	implementation of 3D printing lessons for				
	visually impaired participants				
4 CU	Preparation of an assessment or lesson from modules 1-5	Individual work, free choice of topic			
	Observance of occupational health and safety				
	<ul> <li>Observance of disability-friendly methodology and scheduling</li> </ul>				
2 CU	Conducting a prepared training lesson	Implementation with participants			
	Each performer perform an excerpt of their prepared lesson (approx				
	10-15 minutes)				
		Assessment by			
		participants and			
		remaining participants. Final assessment by			
		course leader			





#### Timetable

Hour	Monday	Tuesday	Wednesday	Thursday	Friday
	Determination of the ability to	Operation of FDM 3D printers Structure of an FDM printer	Working with Slicer Software Sources of error	Introduction to Fusion 360 Working with sketches	Reworking of components Practical work
	Determination of the ability to	Operation of FDM 3D printers Structure of an FDM printer	Working with Slicer Software Configuration	Introduction to Fusion 360 Create solids	Preparing a lesson
	Operating an FDM printer	Operation of FDM 3D printers Preparing the 3D printer	Working with Slicer Software Configuration	Introduction to Fusion 360 Create solids	Preparing a lesson
	Improving the accessibility of FDM printers for visually impaired users Problems encountered		Introduction to Fusion 360 GUI	Introduction to Fusion 360 Create solids	Preparing a lesson
	Improving the accessibility of FDM printers for visually impaired users Improving accessibility		Introduction to Fusion 360 GUI	Introduction to Fusion 360 Create solids	Preparing a lesson
	Improving the accessibility of FDM printers for visually impaired users Improving accessibility		Introduction to Fusion 360 Working with sketches	Introduction to Fusion 360 Export to STL files	Conducting a lesson





Hour	Monday	Tuesday	Wednesday	Thursday	Friday
	Improving the accessibility of FDM printers for visually impaired users Screen setting	Operation of FDM 3D	L	Reworking of components Tools and materials	Conducting a lesson
	Improving the accessibility of FDM printers for visually impaired users Operation of the FDM 3D printer	working with Slicer Soltware		components	Course Feedback Issue of the participants' certificates