



Inclusive Design

SCHOOLS OF THOUGHT IN (I)x DESIGN

Activity-Centered Design

Participatory Design

User-Centered Design

Universal Design

Inclusive Design

Emphatic Design

Emotional Design

Some definitions

def'n: **Universal Design**

Designing for the largest audience possible
regardless of disability or ability. [1]

[1] www.d.umn.edu/itss/support/Training/Online/webdesign/glossary/u.html

def'n: **Disability**

Mismatch between the needs and preferences of the user and the system or environment provided

def'n: **Accessibility**

Ability of the system to accommodate the needs of
the user

def'n: **Inclusive Design**

Designing for the diversity of human needs and preferences

Why inclusive design?

A fluffy white chickadee chick is sitting on a bed of dark grey gravel. The chick has a very soft, downy appearance with a small tuft of feathers on its head. Its eyes are dark and round, and its beak is small and pointed. A bright yellow rectangular box is overlaid on the chick's chest, containing the word "Moral" in bold black text. The background is slightly out of focus, showing more gravel and some sparse, dry grass.

Moral

Social



Economic



Legal



“If we understand what the extremes are,
the middle will take care of itself.”

Dan Formosa (Smart Design)

W3C'S WAI WCAG 2.0

<http://www.w3.org/WAI>

Perceivable



Operable

Understandable



Robust

Tips and tricks, and other things to think about

Nielsen's usability heuristics ^[1]

1. Visibility of system status
2. Match between system and the real world
3. User control and freedom
4. Consistency and standards
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency of use
8. Aesthetic and minimalist design
9. Help users recognize, diagnose, and recover from errors
10. Help and documentation

[1] http://www.useit.com/papers/heuristic/heuristic_list.html

Think about when you've felt 'disabled'

Avoid using difficult to read typefaces and sizes

Make sure there's sufficient contrast

http://snook.ca/technical/colour_contrast/colour.html

Can colour-blind users use it?

Accessible design isn't always visible

Fluid Engage: Interaction Flow for Mobile

Draft 9 (January 21, 2010)

Language Selection
start here!



Home



Login



Exhibitions



Code Entry



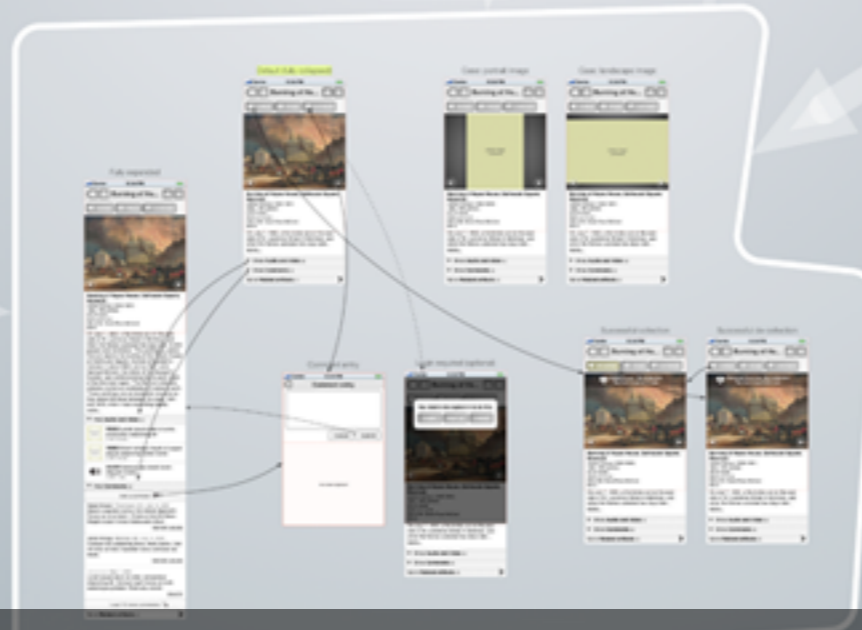
My Collection



An Exhibition

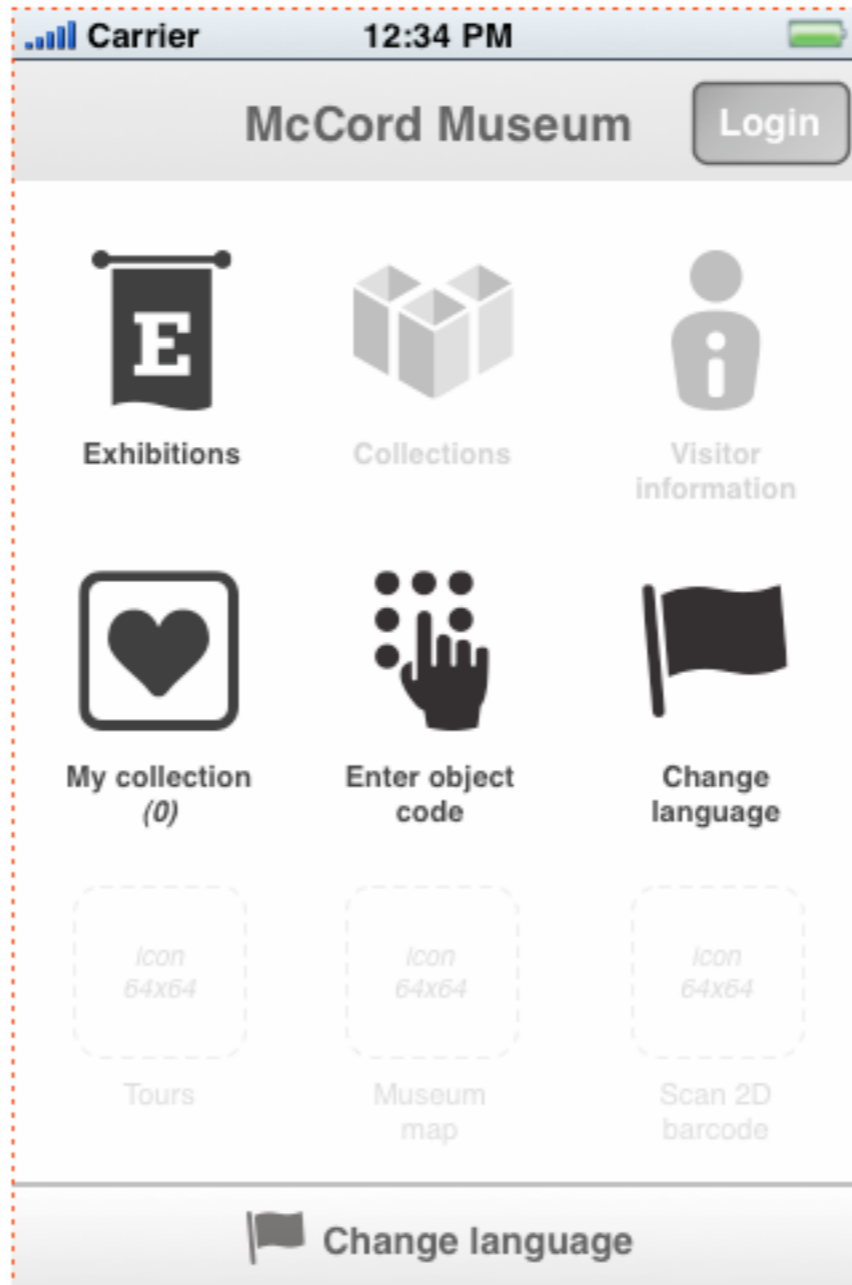


Artifact

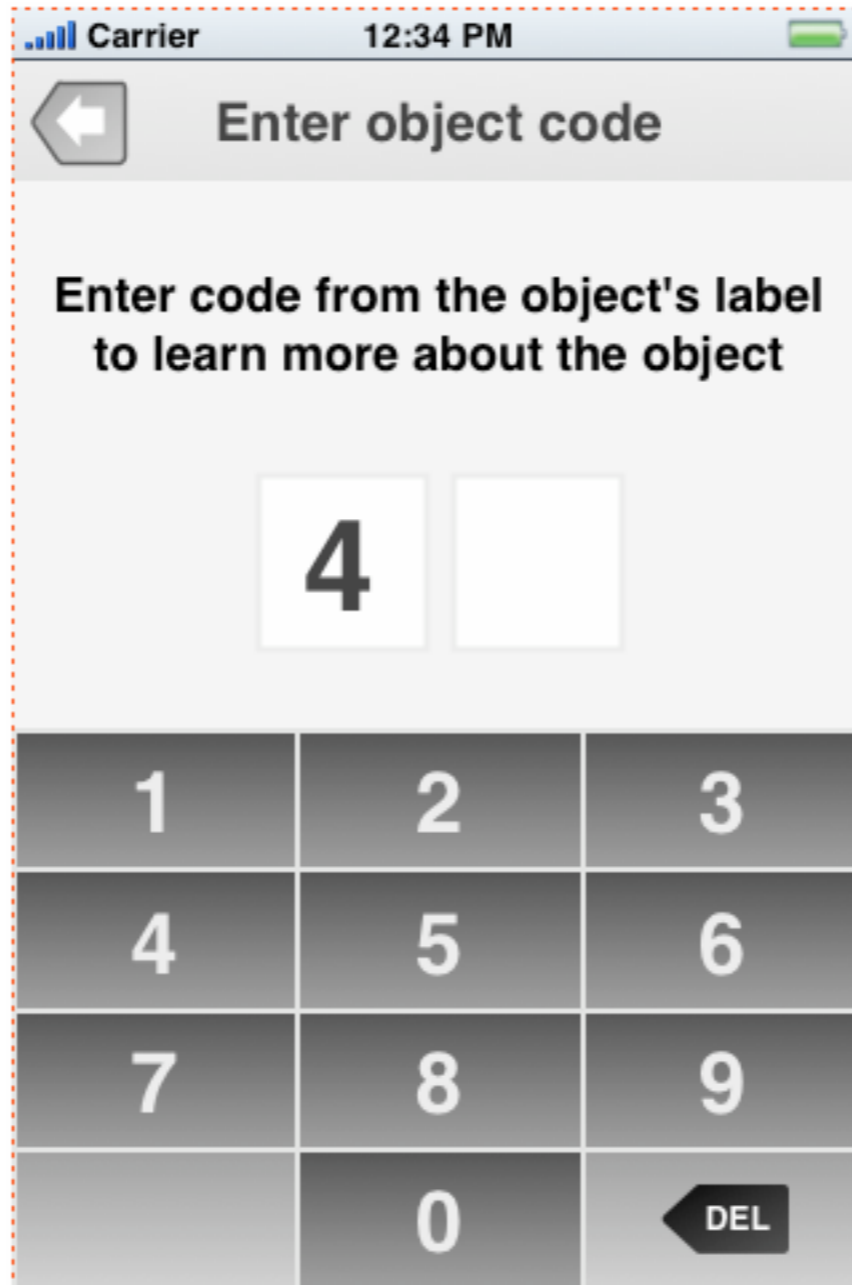


My Collection: Desktop





Mobile interface design: Home screen



Carrier 12:34 PM

← Home Burning of Ha... ↑ ↓

Collect Share Comment



Burning of Hayes House, Dalhousie Square, Montreal.

James Duncan (1806-1881)
1852, 19th century
Oil on wood
30.8 x 41.2 cm
Gift of Mr. David Ross McCord
M310

On July 7, 1852, a fire broke out on the east side of St. Lawrence Street in Montreal, and when the flames subsided two days later 10,000 people were homeless. This painting by James Duncan depicts the burning of the Hayes House on Dalhousie Square. Duncan emigrated to Canada in about 1825, and by 1831 John Samuel McCord, the father of the Museum's founder, was commissioning him to paint views of the Montreal region. The McCord collection

Accessible design doesn't have to be ugly design

Provide multiple/alternate content modalities

Landscape of alternatives, transformations, customizations



Make the input targets easy to trigger

Can you use it with just a keyboard?

Be wary of using time-sensitive interactions

Keep your content well-structured

Think plasticity & transformability

Questions?

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