The Future of Web Accessibility...

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...is more than just web accessibility





One-size-fits one design that recognizes the value of selfknowledge and participation by those with lived experience of disability

- grow new inclusive design and development practices
- create tools that others can use and contribute to
- teach the principles and techniques of inclusive design
- advocate for inclusion in policy and standards

Rethinking Disability



Rethinking Disability

A mismatch between our needs, as individuals and communities, and the environments we live, learn, and work in.

Accessibility is...

the ability of an environment to meet the needs of individuals and their communities, and to support them in defining and meeting their own needs

Inclusive Design is design that considers the full range of human diversity with respect to ability, language, culture, gender, age and other forms of human difference.

Inclusive Design

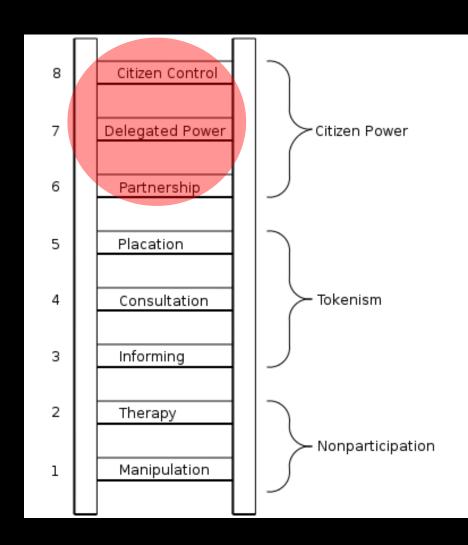
- Not an outcome, but a way of working
- Accessibility is one potential outcome, but there are others (e.g improved usability, greater resiliency and responsiveness to change)
- Involves a shift away from looking at isolated products and towards the recognition of larger effects and systems
- Emphasizes participation, creativity, and shared decisionmaking

Perspectives on Inclusive Design

- 1. Invite continuous participation
- 2. Support independence and creativity
- 3. Include many voices—and give them new ways to speak
- 4. Design for interconnectedness

Invite Participation

- Nothing about us without us
- Co-design is designing with, not simply for. It involves asking the people who might otherwise just be "users," particularly those on the margins of today's technology experiences, to be part of the design process.
- Co-design typically starts with a process of discovering and negotiating roles—asking participants how, when, and how often they want to be involved, and making space to accommodate different levels of investment and engagement. It takes time.









Some Types of Co-Design

- 1. Workshops and synchronous events led by facilitators
- 2. Embedded co-design toolkits (led by community members themselves)
- 3. Open studio methods and crits
- 4. Paired designer/user methods

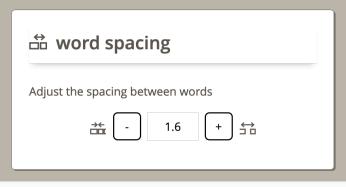
... Users doing it themselves

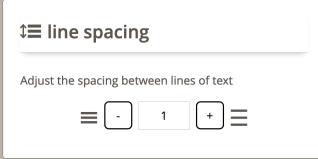
Co-Design Resources

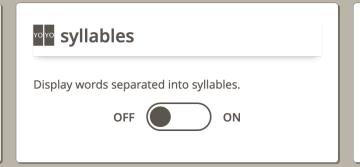
cities.inclusivedesign.ca/resources guide.inclusivedesign.ca

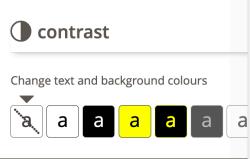
Support Independence

- One size fits one accessibility
- Give users ways to make themselves **feel at home**
- Do-it-yourself (DIY) or do-it-together (DIT)
- Customize or adapt the user interface
- Not a substitute for AT, but can go deeper



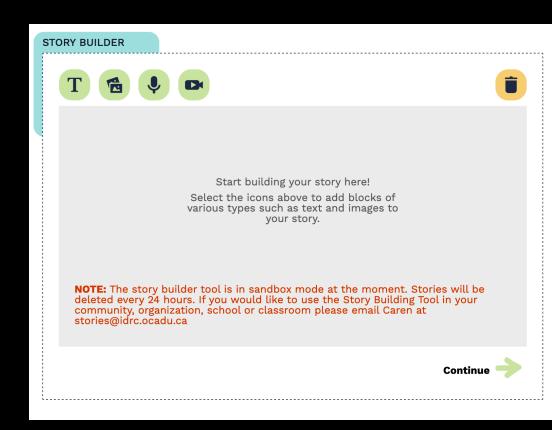






Include Many Voices

- Authorship and creativity: give users a way to create their own accessible content
- Consider how communities can help support or govern (e.g. data cooperatives)
- Use open tools and processes wherever possible



stories.floeproject.org stories.sojustrepairit.org

Interconnectedness

- Moving beyond the checklist approach
- We're working within complex, adaptive systems
- Start small and grow from little successes
- "Anti-disruption": consider how technologies and people support each other

Some questions to ask

- Who isn't here, and how can we include them?
- How can we give those most affected by this decision the power to (re)make it?
- How can we support serendipitous and unexpected use and repurposing?
- What communities might arise from this design choice?
- What impacts might occur as a result of this decision?

Thank you!

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