Accessibility & Learning Technology

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Educational Design and Engagement | IS

1.Universal Design

What it is and practical ways to apply it

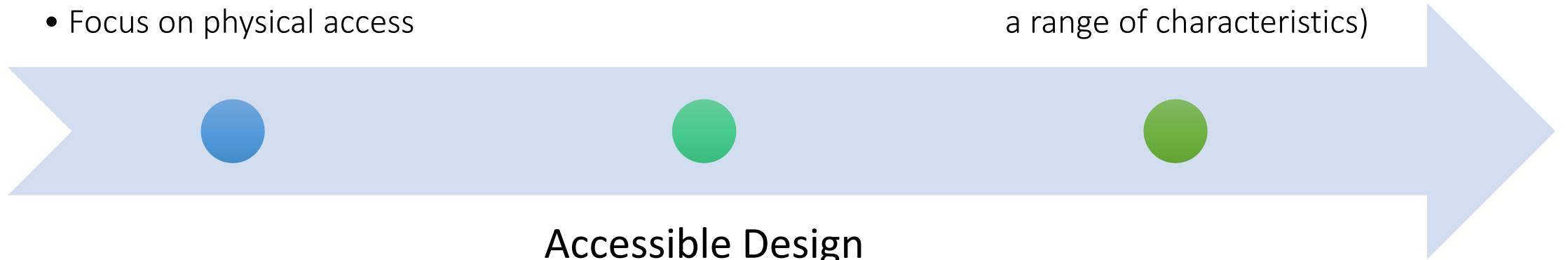# Universal Design: where it came from

Barrier-free Design
- Focus on physical access

Universal Design
- Focus of needs of all potential users (who have a range of characteristics)

Accessible Design
- Focus on needs of disabled people

Universal Design: what it is

Definition

The design of products and environments to be usable to the greatest extent possible by people of all ages and abilities (without having to make adaptations)

Principles

1. Equitable Use
2. Flexibility in Use
3. Simple and Intuitive Use
4. Perceptible Information
5. Tolerance for Error
6. Low Physical Effort
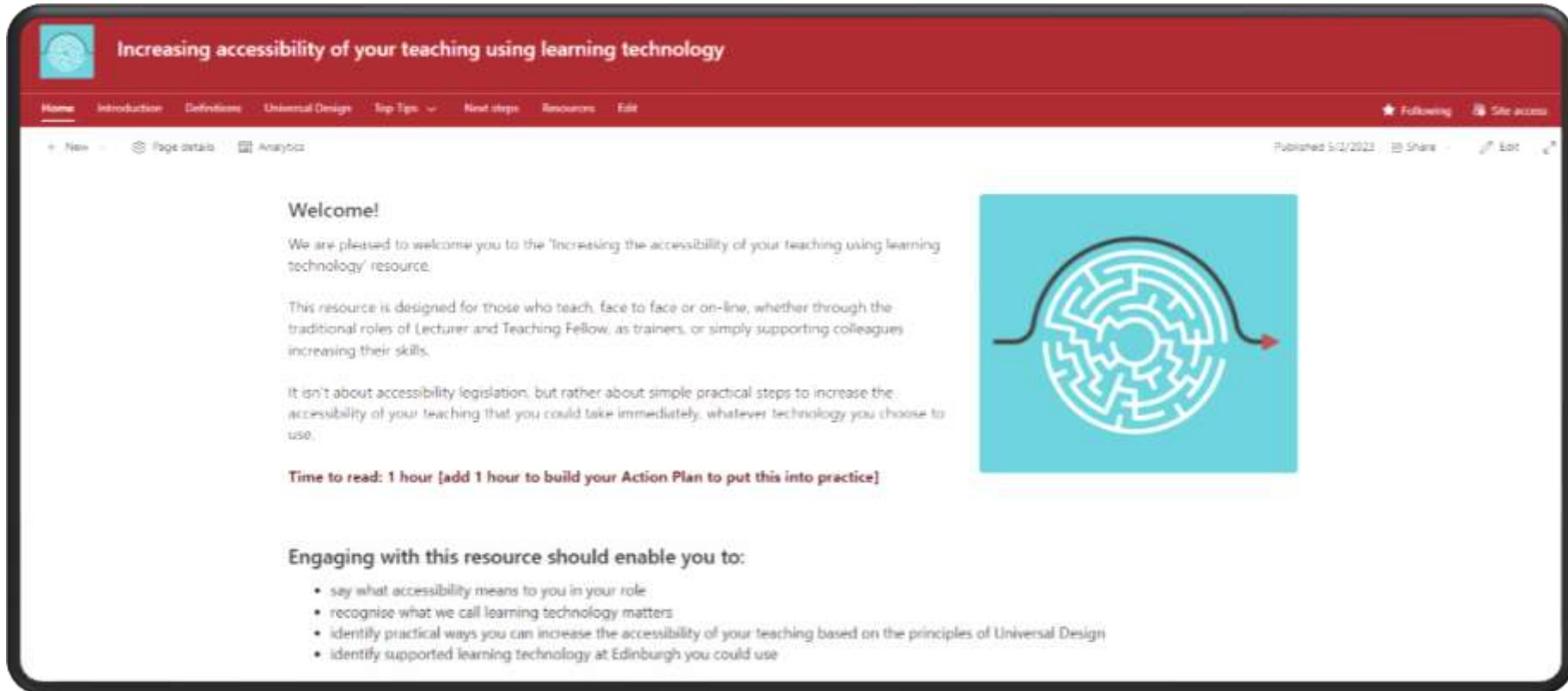7. Size and Space for Approach & Use

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Universal Design:
myth busting

Universal Design:

- is only focused on physical products and environments
- is only focused on disability
- doesn't care about esthetics
- encourages us to believe that 'one size fits all'

Universal Design: practical ideas for application

2. Student Personae

What they are and how they might be used

Student personae: what they are

A persona is:
- a representation of a person (or group)
- realistic / believable
- not a caricature or a stereotype

They are:
- a way to help designers think about the end user

They are not:
- a substitute for working with *real people*, they are a supplement

Student personae: how these were created

Wallis
- aims for a very high standard in everything
- ambitious and keen to take up opportunities to broaden their academic and work experience, and maintain a social life
- avoids or quickly discards activities where they do not see themselves excelling
- focusses on weaknesses rather than achievements

Xan
- wheelchair user
- dealing with cancellations / changes of venue is a significant challenge
- negotiating uneven pavements, especially when wet, making them reluctant to go out
- disengaging with campus aspects of the programme (e.g. using lecture recordings in lieu of attending)

Student personae: how they can be used

Personae can be used in any part of the design process:
- At the beginning, to help establish who your potential students are
- Later, to 'road test' a design

Though created to support learning design, they are:
- generic in terms of level and discipline, so can be personalised for your context
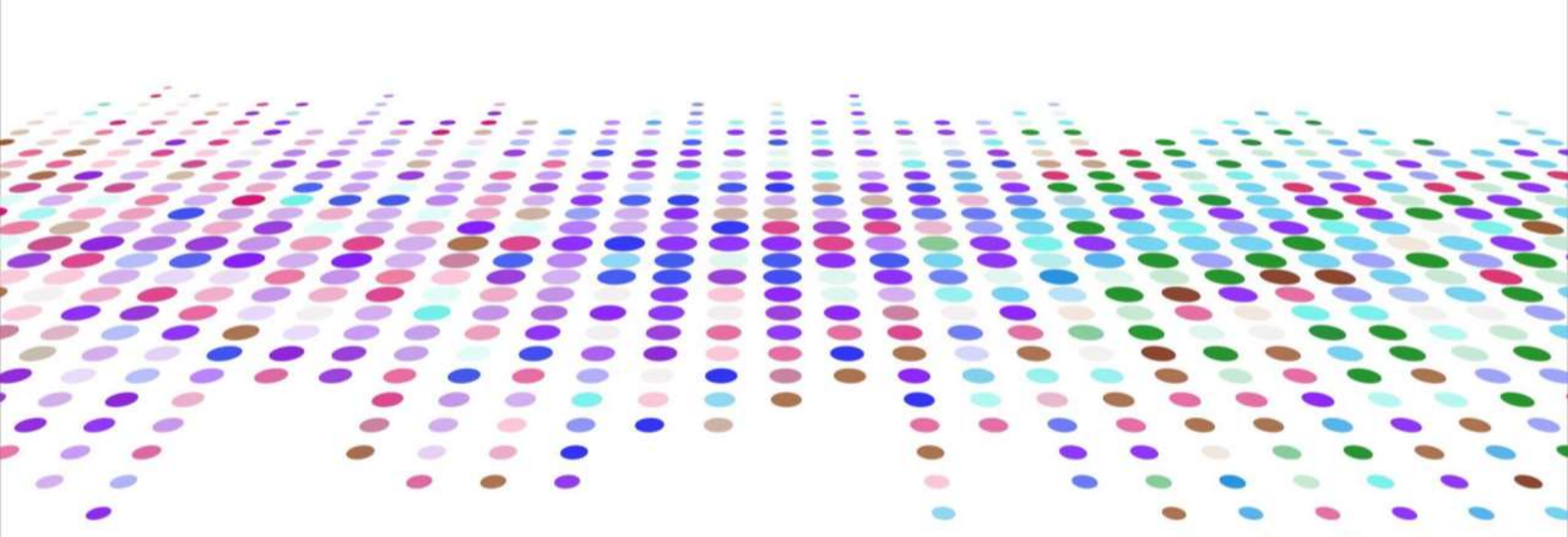- can be used outside learning design (e.g., plan open days)

Resources

Accessibility and Learning Technology

- 'An introduction to accessibility in learning technology'

- 'Increasing accessibility of your teaching using learning technology'

- Accessibility Checklist

- https://edin.ac/2CcfHBm

Student Personae

- https://edin.ac/3dILHeS

Thank you!

Any questions?