# **TAM Expert Input on Universal Design**

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### Special professional requirements when employing PWDs?

The EU is active in various areas of disability policy. Alongside the European disability strategy, the fields of employment, protection against discrimination and accessibility are particularly important issues for disability mainstreaming (see European Social Fund ESF for inclusion of PWD in the labour market)

According to the Disability Employment Act (Section 1 para. 1), all businesses in e.g., Austria which employ 25 or more employees are obliged to take on one disabled person with beneficiary status (registered disabled person) for every 25 employees.

### **Universal Design**

# 1997 with 7 principles applicable for any building, open space, product, phone app, website or document

- 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 and use



## **Principle 1 Equitable Use**

The design is useful and marketable to people with diverse abilities.

- 1a. Provide the same means of use for all users: identical whenever possible; equivalent when not.
- 1b. Avoid segregating or stigmatizing any users.
- 1c. Provisions for privacy, security, and safety should be equally available to all users.
- 1d. Make the design appealing to all users.

# Useful, accessible and marketable design to people with diverse needs and abilities





# **Principle 2 Flexibility in Use**

The design accommodates a wide range of individual preferences and abilities.

- 2a. Provide choice in methods of use.
- 2b. Accommodate right- or left-handed access and use.
- 2c. Facilitate the user's accuracy and precision.
- 2d. Provide adaptability to the user's pace.

### Design accomodates a wide range of individual preferences and abilities



A user at a computer table. The table height can be easily adjusted to suit different user needs.



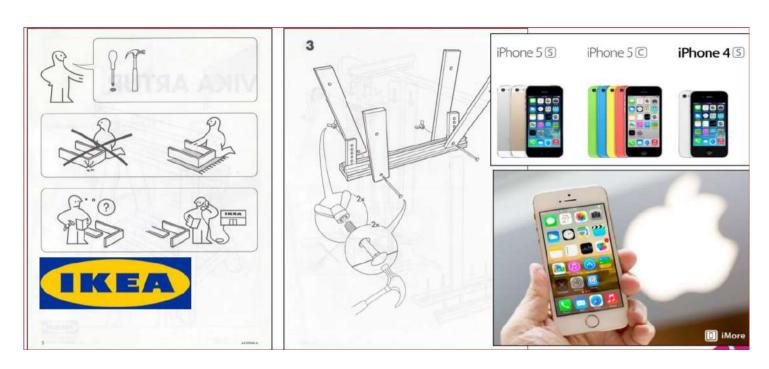
Right & left-handed scissors

# **Principle 3 Simple and Intuitive Use**

Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.

- 3a. Eliminate unnecessary complexity.
- 3b. Be consistent with user expectations and intuition.
- 3c. Accommodate a wide range of literacy and language skills.
- 3d. Arrange information consistent with its importance.
- 3e. Provide effective prompting and feedback during and after task completion.

# Simple and intuitive use – regardless of experience, language skills and concentration level

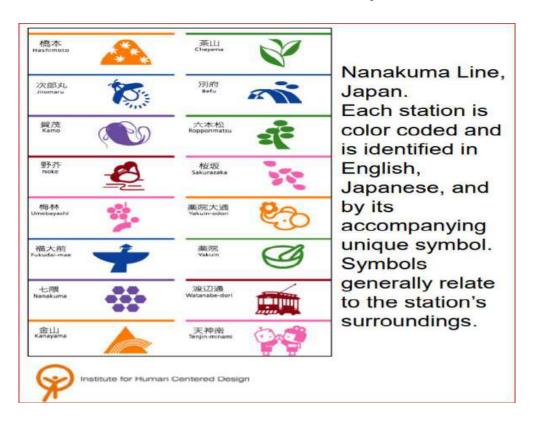


# **Principle 4 Perceptible Information**

The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.

- 4a. Use different modes (pictorial, verbal, tactile) for redundant presentation of essential information.
- 4b. Provide adequate contrast between essential information and its surroundings.
- 4c. Maximize "legibility" of essential information.
- 4d. Differentiate elements in ways that can be described (i.e., make it easy to give instructions or directions).
- 4e. Provide compatibility with a variety of techniques or devices used by people with sensory limitations.

### **Effective communication of necessary information**



## **Principle 5 Tolerance for Error**

The design minimizes hazards and the adverse consequences of accidental or unintended actions.

#### **Guidelines:**

5a. Arrange elements to minimize hazards and errors: most used elements, most accessible;

hazardous elements eliminated, isolated, or shielded.

5b. Provide warnings of hazards and errors.

5c. Provide fail safe features.

5d. Discourage unconscious action in tasks that require vigilance.

### Tolerance for unintended action and adverse consequences of accidents





# **Principle 6 Low Physical Effort**

The design can be used efficiently and comfortably and with a minimum of fatigue.

- 6a. Allow user to maintain a neutral body position.
- 6b. Use reasonable operating forces.
- 6c. Minimize repetitive actions.
- 6d. Minimize sustained physical effort.

### Effective and comfortable use of design - usable with a minimum of fatigue



# **Principle 7 Size and Space for Approach and Use**

Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility.

- 7a. Provide a clear line of sight to important elements for any seated or standing user.
- 7b. Make reach to all components comfortable for any seated or standing user.
- 7c. Accommodate variations in hand and grip size.
- 7d. Provide adequate space for the use of assistive devices or personal assistance.

### Appropriate size and space regardless of body size, mobility and posture





## **Discussions and Food for Thought**

- Do you see any room for improvement regarding the 7 design principles?
- What can be easily adapted by architects, product designers, engineers?
- body fit
- comfort
- awareness
- understanding
- wellness
- social intergration
- personalization
- cultural appropriateness



### **Communication with and about PWD**

**Emphasize abilities, not limitations** 

Person who uses a wheelchair, uses a device to speak instead of wheelchair bound, mute

Do not use language that suggests the lack of something

Person with a disability, with a short stature instead of disabled, midget

Emphasize the need for accessiblity

Accessible parking instead of handicapped parking

Avoid language that implies negative stereotyping

Person without a disability instead of normal person, healthy

# Tipps for fostering inclusive teaching environments

- Interactive teaching (flexibility, wide range of participation opportunities)
- Effective communication (clear guidelines, set expectations, make them explicit)
- Building relationships (identify specific requirements or concerns, build trust)
- Use assistive technology
- Inclusive assessment



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