**- In your opinion, what are the most significant barriers in the cafeteria, and why? O**

**- Which barriers could be the most interesting to focus on in the simulation?** (es: which ones are not as much reflected on? Which ones are the least obvious?) **O**

**Use cases:**

* Get food in the cafeteria
  + **Choosing goods O**
  + **Paying O**
  + **Charging the card O**
  + **Giving cups back O**
* Study with colleagues
  + **Sitting at a table O**
  + **Using the toilet O**
  + **(different treatment -> tables/entrance) O**
* Reaching the KIT cafeteria
  + **public transportation O**
  + **private transportation O**
  + **bicycles O**
  + **seasons O**
  + **rush hours / crowds O**
* Disabilities
  + **Visual impairment/blindness -> orientation systems, tactile ways, room purpose O**
  + **Neurodivergence -> quiet rooms O**
  + Cognitive impairment **O**
  + Hearing impairment **O**
  + **Contrasting measures O**
* Form checklist
  + Ramp **O**
  + Floor **O**
  + Steps stripes **O**

along use cases -> get food in the cafeteria, what does a person have to do? Which barriers could be there for them?

-> Or to meet your friends and study in the cafeteria, what is relevant then?

This could add a little more structure to your interviews as well as your elaborations.

* Is KIT cafeteria a good example to represent accessibility on campus
* Other common buildings
* Impact of different hours or seasons
* Impact of crowds
* Accessibility of public transportation
* Accessibility of private transportation
* Impact of bicycles around the facility, what about rush hours
* Ramp at the sliding door
* Slippery flooring material
* Non-slippery stripes on stairs’ steps
* What about cognitive disabilities
* What about neurodivergent people
* Measures for people with hearing impairments
* Contrasting accessibility measures
* When accessible option is not the most used one
* Opinion on restricted access to disabled bathrooms considered? [e.g., need of a key to access]
* Variation of the same service are provided to grant more flexibility, but not all of them are accessible? [e.g., different seating configurations and tables design at the cafeteria, but rectangular tables are less accessible to wheelchair users than the round ones]
* To which extent should accessibility be facilitated, when conflicting with the common use of a space? [e.g., the tables with 6 chairs in the cafeteria can accommodate a wheelchair only if a chair is removed, but that is not the default configuration]
* Orientation system for visually impaired people satisfactory? [e.g., tactile indications, indication of room purpose at the entrance, no unified system to find locations from current position]
* Finding the alternative accessible pathway in case of inaccessible doorways? [e.g., disabled bathroom at cafeteria or accessible entrance at library]
* Scenario: visually impaired/blind -> choose goods from the shelfs
* How are tactile ways on the facility?
* Scenario: visually impaired/blind -> understanding room purpose