



# UX

<https://coursera.org/share/dd22cedcff68c972bb4996757dac8fb8>



palliative care

# I'm holding the idea that it would be great to think Equity-focused design

"I'm a poor woman of color, a minority within a minority and I'm everything that's not represented in our country, and [ready] to create conversations around what it means to be a being human"

After high school, I wasn't really sure what kind of career would be a good fit for me. I was interested in technology, but I didn't have any technical knowledge, so I was afraid I wouldn't do well in the field.

But eventually, I realized what a huge impact advances in tech had on society and my life. I wanted to harness this power to positively affect the lives of people around me, especially those who tend to be marginalized or forgotten.

As a member of the UNDERDOG project, I worked on products for people with chronic pain. I realized how important and impactful it is to consider the needs of people with disabilities, and how much I wanted to create products to help them. So I continued researching and empathizing with those who are disabled to understand how I could uplift them with my work.

The approach to including people began to change. We should start thinking about the concept of inclusive design, which focuses on finding solutions to meet different needs.

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## **"solve for one, extend to many"**

Inclusive design means making design choices that take into account personal identifiers like ability, race, economic status, language, age, and gender. Inclusive design includes researchers and designers from traditionally excluded populations in the process, so they can provide their unique perspectives during all phases of

the design process. If universal design is a one-size-fits-all solution, then inclusive design can be described as solve for one, extend to many. With inclusive design, you solve for one type of user, and the benefit of that solution can extend to many other types of users. Our goal as designers is to build experiences that are accessible to users with the widest range of abilities. In other words, no one should be excluded from using a product that we built because we didn't consider their needs when building it. In inclusive design, there's no such thing as normal. There's no average person or target audience that we should design for.

keep in mind that the idea of "solve for one, extend to many," only benefits the group the design was created for and existing users. Many groups are still left out. Over time UX designers realized that inclusive design wasn't always enough, and that's where we find ourselves today as equity-focused design becomes a new industry goal.

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## Equality vs Equity

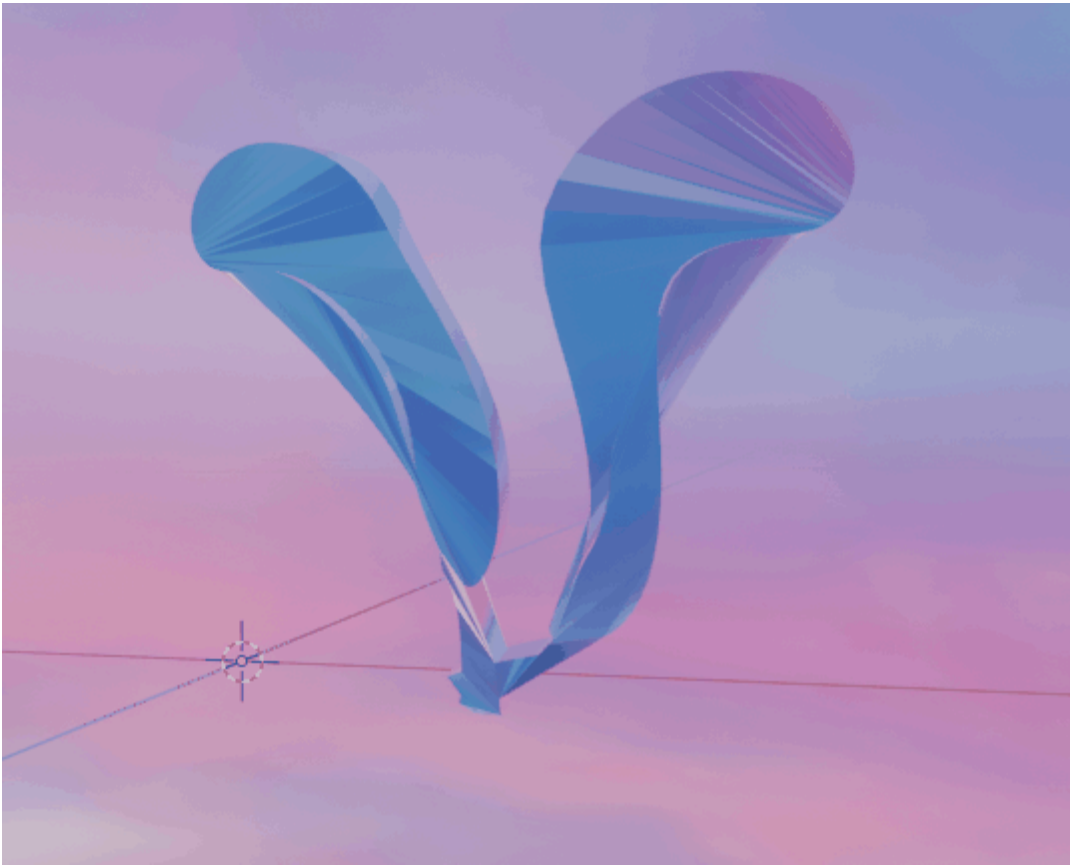
Equity-focused design takes the idea of inclusive design one step further. It asks designers to focus on designing for groups that have been historically underrepresented or ignored when building products. The goal of equity-focused design is to uplift groups that have been excluded historically.

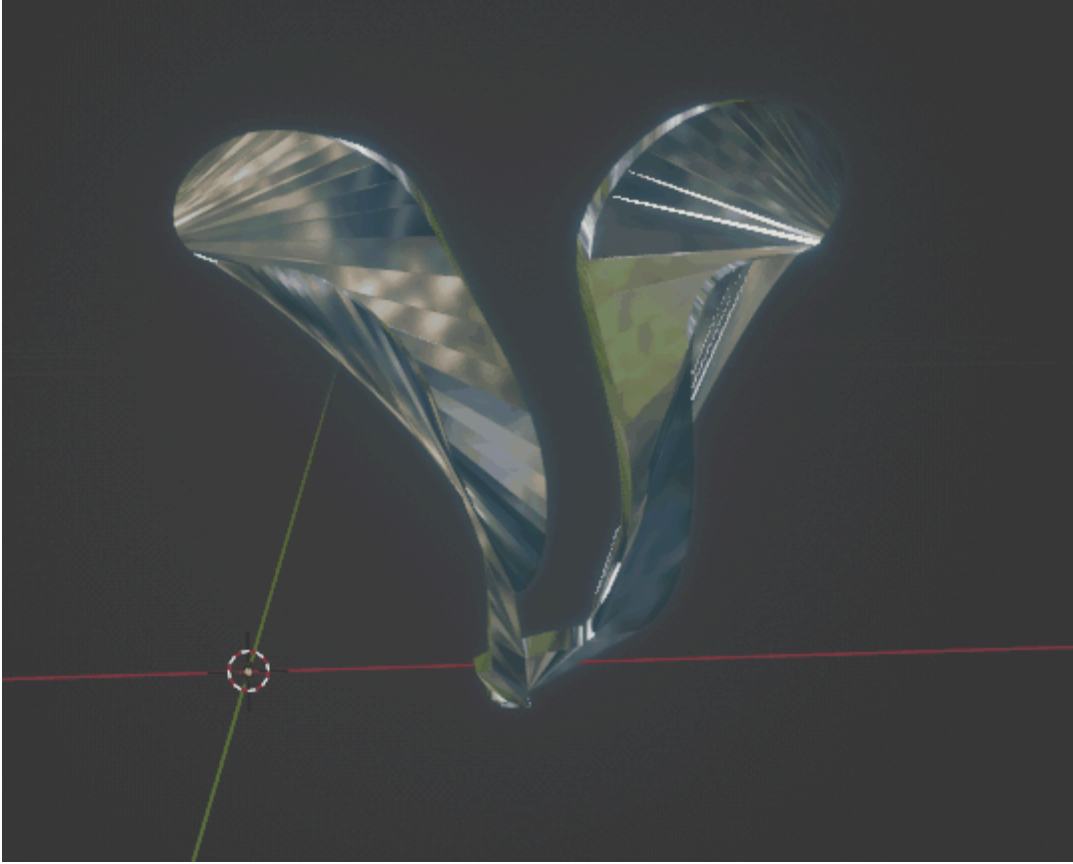
Instead of building products for groups of people who are currently being excluded, which is the goal of inclusive design, equity-focused design seeks to build products that meet the needs of specific individuals in groups who have been excluded in the past.

### **I was fed the lies that I had to look a certain way**

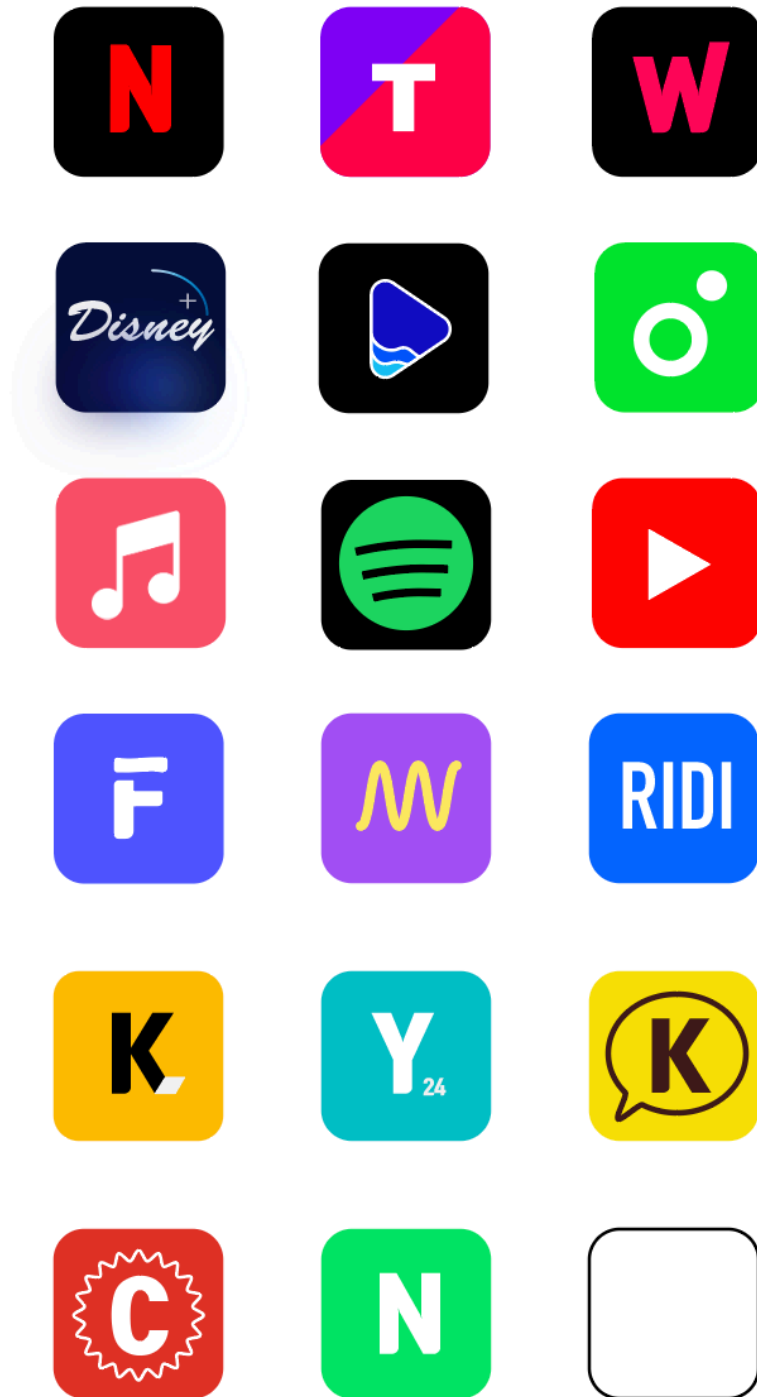
We don't need to be limited by society's standards. We can change the standards silently but powerfully.

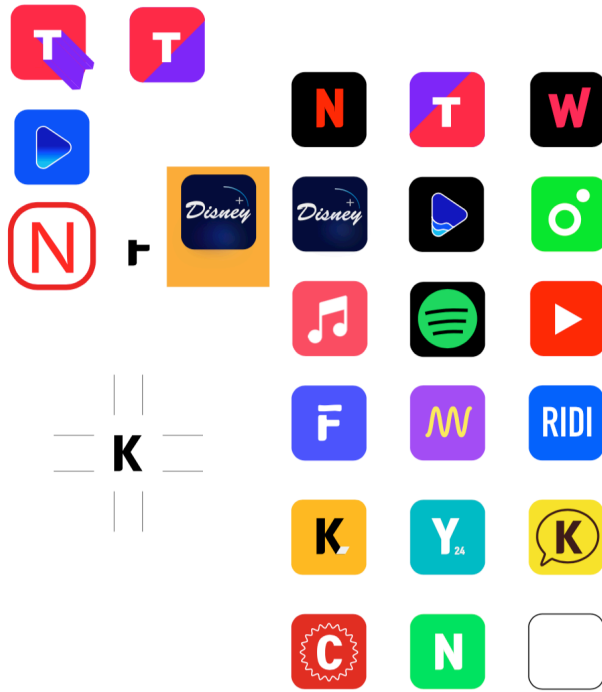
# VENCLFIT LOGO

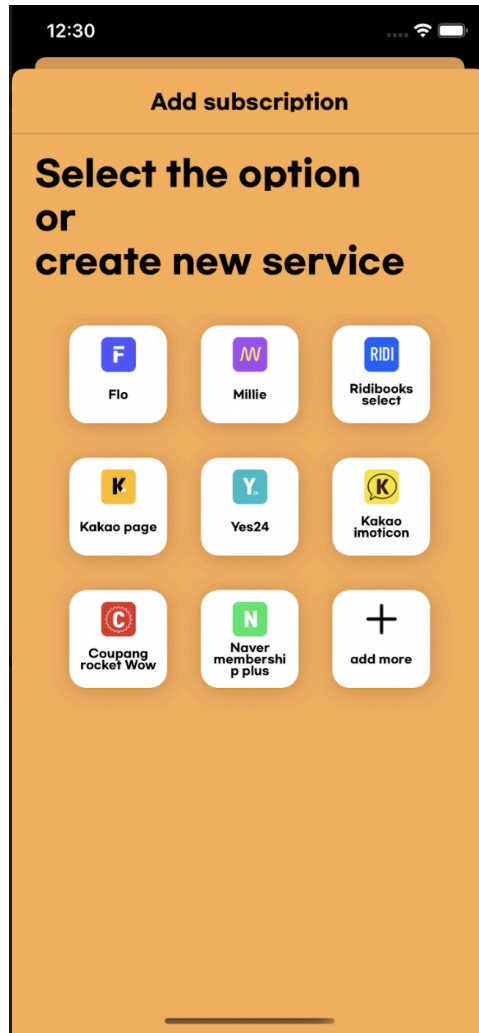




## KKUDUCK ICON UI







UNDERDOG LOGO



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## INTOEFL POSTER DESIGN



**HEEJIN LOGO**



Velog: <https://velog.io/@midmost/Introduction-to-Logic>