

Recitation 3: Accessibility

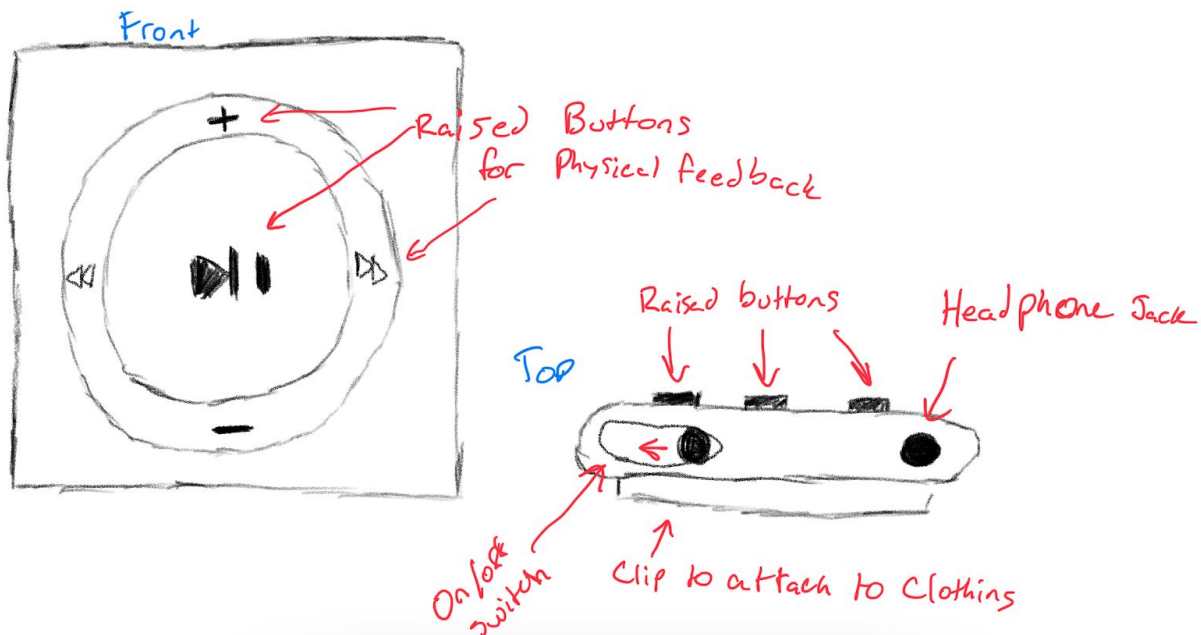
Team Members: Elena Smith, Jaryd Meek, Emily Parker

Device Description:

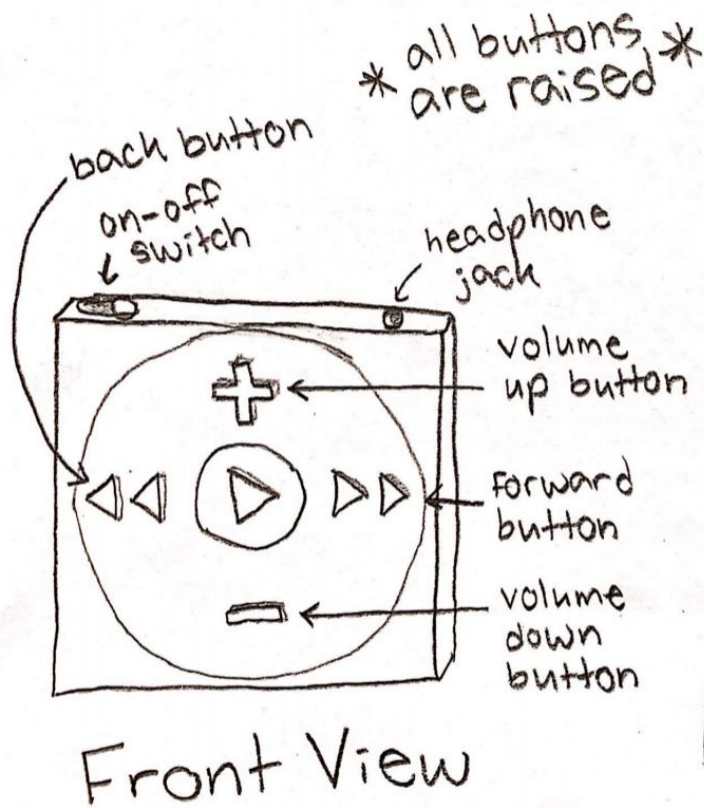
Ipod shuffle is a small music playing device that consists of a 3.5mm headphone jack on the top and a small tactile circle. There is no screen, but the device instead uses four points of the circle as different types of buttons, as well a center button. These buttons are leftmost is back song, rightmost is forward song, up is volume up, down is volume down, and middle is play/pause. These buttons are used to navigate through loaded songs in a shuffled order with basic minimal controls. There was also a small on off switch on the top, located next to the headphone jack, both of which can be used to orient the device. We would also add vocal feedback to the device to describe what is happening to the user.

Sketches:

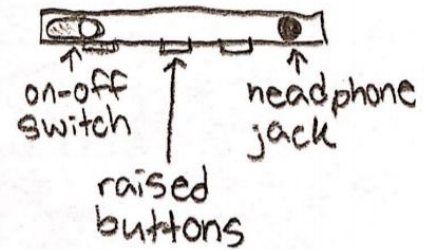
Jaryd Meek -



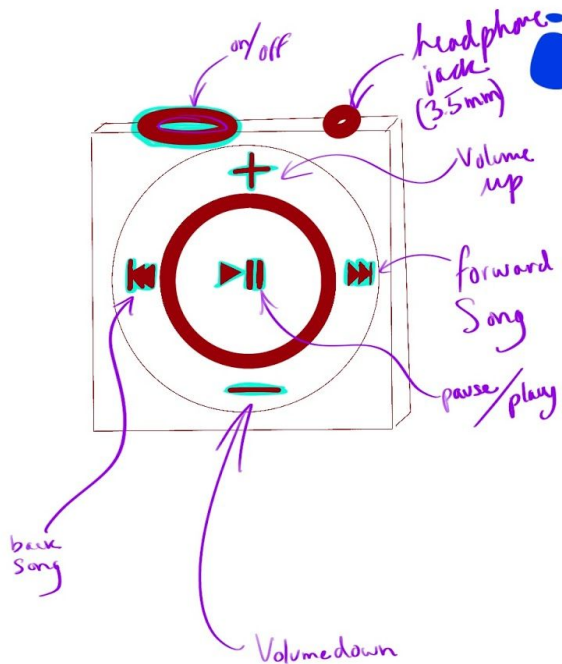
Elena Smith -



Top View



Emily Parker -



iPod Shuffle

features

& teal outline = raised icon for tactile recognition of buttons

Emily Parker

Interaction between device and user:

The user of the device wants to listen to audio such as music, podcasts, audio clips, etc. with the device. A person uses the device by first turning the device on with the on-off switch. They can plug in headphones or earbuds to the headphone jack. Then the user can press the buttons on the device to go back a song, play, pause, play the next song, turn the volume up, and turn the volume down. If the user is vision impaired, they can orient themselves with the headphone jack and on-off switch and then feel for the raised buttons to choose what button they would like to use. The vocal feedback would then assure the user that they chose the correct button.