People with disabilities continue to encounter challenges in accessing the full range of opportunities available to people without disabilities. Especially, some standard computer softwares are limited for disabled people. For example, part of a multimedia tutorial that uses voice narration without captioning or transcription is inaccessible to students who are deaf. Similarly, an educational tutorial program that requires the use of a mouse is inaccessible to a student who cannot operate this device. After we observed huge similar cases, we realized that it is increasingly important to take the interactive system for disabled people into consideration. Meanwhile, during practical operations, we may consider some issues which are not included in the regular product.

**Gather requirements**

During the beginning of the design, we are able to gather requirements from different classifications of disabled users. It is well-known that questionnaires are good tools to collect the requirements and analyze. By analyzing these requirements, we are able to understand what they need indeed and summarize what is the weakness of the existing product in the market.

**Seek common ground**

By continuing the analysis of result of questionnaires, it is possible to obtain different requirements from every volunteers involved. We are not able to combine everyone’s thoughts into one product. Hence, classify and summarize these requirements are necessary. For instance, drawing the histogram and select the first three highest requirements mentioned by volunteers. Then seek common ground from the result and undertake to design the prototype.

**System practicability**

When the prototype is done, we need some disabled people to be volunteers and participate to the test and user-evaluation. Because we are not disabled people, the original product is with many disadvantages. Then we are able to modify and improve our product. For example, the height and position of salient points for blind people on the button in lift or some machines must be adjusted and tested many times. Similarly, the audio interpretation of some websites also need to be improved many times. Moreover, the system also need to be concise and hold the primary functions, especially for blind users, complicated operations and interface is hard for them to remember and figure out what they should touch or click in the next step.

**Importance of observation and notes**

Last but not the least, when we invite volunteers to do tests, besides the test result, the observation and making notes are also important. We need to have one or two teammates to observe the testers’ behavior and expression during the test process. Notes are for us to summarize the test result while the good observations contribute to improve our details of the product. A perfect team is definitely not willing to observe the anxiousness and confusion shown on the faces of some users.

To sum up, with today’s technology development, disabled people should have the same authority to enjoy the life and the benefits from the nowadays technological products. Thus, the interactive system for disabled people is crucial to achieve this aim. I summarized these four issues during the preparation and design process: Gather requirements, Seek common ground, System practicability and Importance of observation and notes. In my opinion, when we consider these four issues, the product will be more suitable and convenient for disabled people in the future.