

# User-centered design

- user-centered design is a framework that puts the user front-and-center.
- Process: understand- specify- design- evaluate
- Iteration: 반복

## Assistive Technology(AT) : for disability people

- Colour modification
  - High contrast(for low vision) or Dark mode(easier eyes)
- voice control
  - somebody who cannot use hand
  - switch devices — help motor ability
- Screen Readers
  - for limited on vision
- Alternative text—— 이게 왜 필요함??
  - someone who cannot see the image

## Importance of AT

- 수용력의 차이를 알고 만들기
- should be normal side not a add-on

## Thinking about users new to technology

- you never notice if the design is good
- diversity: culture, wealth, IT development

## Universal design, inclusive design, and equity-focused design(user first design)

- Universal design: widest range of usability 모두에게 적용되는 디자인 - 효율적이진 못할 수 있음, 모두를 커버할 수 없다.
- inclusive design: personal identifiers\_ ability, race, economic status, and language 다양성에 맞춰 특화( customized)
- accessibility: 장애인을 위한 디자인
- Equity-focused design: Equity- providing different level of opportunity(장애인 복지, 여성할당제 같은제도), lgbtq 등 소수자들, 외면당한 사람들을 위한 디자인

## The Importance of equity-focused design

- race & gender(eg. job application gender and race section)
- avoid bias
- gender-neutral bathroom

## Get to know Platforms

- Desktop, mobile app, web, wearable products

- 많은 플랫폼으로 중복사용이 가능(google assistance)

#### Design for different platforms

- people use the different platforms in different ways
- responsiveness:
- responsive website: 플랫폼에 따라 자동으로 맞춰주는 웹사이트
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