Making Projects

Claire Williamson 2464406w

Tangible Learning & Intellectual Disabilities

What is making?

Makerspaces

Intellectual disabilities (IDs)

Milwaukee Makerspace Shop - Pete Prodehl - Flickr under CC

Barriers

Tangible learning can be inaccessible to people with IDs:

- Requires high manual dexterity
- Assumptions of prior knowledge and memory
- Unclear, complex instructions

A Solution

A way of automatically adapting a course of tangible learning projects, to fit an individuals needs.
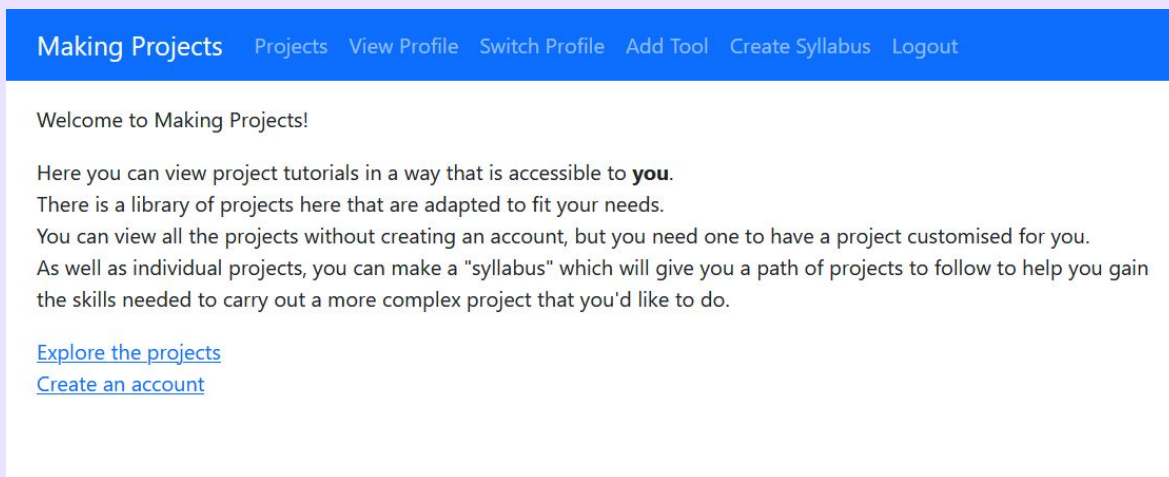
- Focus on what a person can do, rather than what they can't
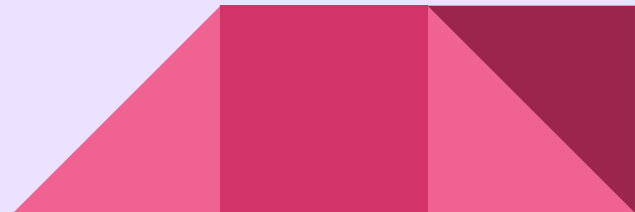- Prioritising autonomy and choice

Implementation

A Django site: Python, SQLite, HTML, CSS, JavaScript.

Hosted on PythonAnywhere: https://ciw.eu.pythonanywhere.com/

Demonstration

Evaluation

1-on-1 lab study with 3 participants.

- Removing jargon
- Legibility
- Syllabus

"If you're on your own and you know you want to achieve something but you're not sure how to get there, it will show you the intermediate steps."

Conclusion

-   Highlighted the needs of people with IDs when interacting with technology and making
-   Developed a tool to address these needs
-   Evaluated the tool with relevant people