

| Type | Setting Conflicts | Resolution | Remarks or Individual Approaches |
|------|---|--------------|--|
| SDV | Mouse Pointer Acceleration | average | |
| SDV | Mouse Pointer Speed | average | |
| SDV | Switch primary and secondary Buttons | not solvable | |
| SDV | Double Click Speed | maximum | |
| SDV | Activate a window by hovering over it with the mouse | activate | |
| SDV | Click Locking | not solvable | |
| SDV | Automatically move pointer to the default button in a dialog box | activate | |
| SDV | Vertical Scrolling | average | |
| SDV | Horizontal Scrolling | average | |
| SDV | Filter Keys | not answered | |
| SDV | Filter Keys: Turn on Bounce Keys | not answered | |
| SDV | Filter Keys: Bounce Keys Wait Time | maximum | |
| SDV | Filter Keys: Turn on Repeat Keys and Slow Keys | individual | just in the case that the delay is not too long |
| SDV | Filter Keys: Repeat Keys and Slow Keys - Avoid accidental keystrokes Wait Time | maximum | |
| SDV | Filter Keys: Repeat Keys and Slow Keys - Avoid repeated keystrokes when holding down a key wait time before accepting the first repeated keystrokes | average | |
| SDV | Filter Keys: Repeat Keys and Slow Keys - Avoid repeated keystrokes when holding down a key wait time before accepting the subsequent repeated keystroke | maximum | |
| SDV | Toggle Keys | activate | |
| SDV | Sticky Keys | not solvable | |
| SDV | Sticky Keys: Modifier Keys | not solvable | |
| SDV | Sticky Keys: Turn off Sticky Keys | not solvable | |
| SDV | Mouse Keys | activate | |
| SDV | Mouse Keys: Top Speed | minimum | |
| SDV | Mouse Keys: Acceleration | minimum | |
| SDV | Mouse Keys: Hold Keys for Acceleration and Slow Down | activate | |
| SDV | Mouse Keys: Use Mouse Keys when Num Lock is on/off | individual | This resolution would help a person with tremors when using the computer, he's not forced to use the mouse anymore and the other person will be fine by having 'Mouse Keys' enabled. |
| SDV | Keyboard Shortcuts | individual | The question is not clear: is this about identical shortcuts that trigger different functions for each user, or about the same function for which both users have different shortcuts (or both)? You'll probably need to ask the users who is going to use the keyboard, and provide some kind of UI that enables them to switch (i.e. when the other persons start using the keyboard, their keyboard shortcuts should be enabled). |
| SDV | Turn on On-Screen-Keyboard | individual | Would depend on who's going to do most of the input (cf. question 12). Although it's easier for a 'normal' user to adapt to the presence of an OSK than for an OSK user to work without an OSK (so this is an argument for turning it on). |
| SDV | On-Screen-Keyboard: Turn on numeric key | individual | I would turn it off, unless there is information about the type of task (e.g. a task that requires inputting lots of numbers) or the screen (with a small screen or a low resolution, add the numeric pad to the OSK will make the keys smaller and therefore harder to see and harder to hit). |
| SDV | On-Screen-Keyboard: Usage | individual | the on-screen-keyboard doesn't avoid a user to keep using the keyboard as the input method. |
| SDV | On-Screen-Keyboard: Usage - Hover on Keys Duration | average | |
| SDV | On-Screen-Keyboard: Usage - Scan through Keys Key Selection - Use joystick, game pad or other gaming device | activate | |
| SDV | On-Screen-Keyboard: Usage - Scan through Keys Key Selection - Use Keyboard Key | individual | I think this really depends on which user is going to do most of the input, so you would need to ask the users and - if possible - give them some UI that allows them to switch at some point (cf. shortcuts). |
| SDV | On-Screen-Keyboard: Usage - Scan through Keys Key Selection Use Keyboard Key - Key Choice | not solvable | |
| SDV | On-Screen-Keyboard: Usage - Scan through Keys Key Selection - Use mouse Click | individual | I think this really depends on which user is going to do most of the input, so you would need to ask the users and - if possible - give them some UI that allows them to switch at some point (cf. shortcuts). |
| SDV | On-Screen-Keyboard: Turn on Text Prediction | individual | The decision would depend on two things: 1. Who will do most of the keyboard input? 2. Will the text prediction be generic or will it use the "history" or a dictionary of one of the users? If the text prediction automatically uses a user-specific dictionary (and the other user does not have such a dictionary because they never use text prediction), the text prediction should not be automatically turned on (e.g. for privacy reasons). |
| SDV | On-Screen-Keyboard: Text Prediction - Insert space after predicted words | activate | |
| SDV | Voice Recognition Settings | | |
| SDV | Turn on Voice Recognition | not solvable | |

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| SDV | Screen Enhancement Settings | | |
| SDV | Display a warning message when turning a setting (keyboard functionality) on | activate | |
| SDV | Display an icon on the task bar, when turning on a setting (keyboard functionality) | activate | |
| SDV | Screen Resolution | minimum | |
| SDV | Remove Background Images | activate | |
| SDV | Prevent windows from being automatically arranged when moved to the edge of the screen | deactivate | two different awnsers |
| SDV | Underline keyboard shortcuts and access keys | activate | |
| SDV | Turn off all unnecessary animations | activate | |
| SDV | Choose how long Windows notification dialog boxes stay open | maximum | |
| SDV | Change the size of text and icons | maximum | |
| SDV | Font Family | not answered | |
| SDV | Font Weight | individual | Well, unless the biggest font (requested by user 1) is not big enough to avoid the user 2 to use the computer, the resolution could be set to the biggest requested. |
| SDV | Line Height | maximum | |
| SDV | Text Align | not answered | |
| SDV | Letter Spacing | maximum | |
| SDV | Font Size | maximum | |
| SDV | Foreground Colour | not answered | |
| SDV | Background Colour | not answered | |
| SDV | Highlight Colour | not answered | |
| SDV | Link Colour | not answered | |
| SDV | Cursor Colour | individual | I'm not completely sure, but probably, a user that needs a cursor with a specific color may be fine without that colour as long as the cursor is big enough. |
| SDV | Border Colour | not answered | |
| SDV | Border Transparency | minimum | |
| SDV | Choose a High Contrast theme | individual | when a user needs a yellow on black high contrast theme may be fine by having black on white. it depends on the disability. |
| SDV | Cursor Size | average | |
| SDV | Cursor Trail | activate | |
| SDV | Cursor Trail Length | average | |
| SDV | Allowing that the cursor is changed by applications/designs | not solvable | |
| SDV | Cursor Shadow | not solvable | |
| SDV | Present cursor position by pressing the Control-key | activate | |
| SDV | Set the thickness of the blinking cursor | average | |
| SDV | Turn on the magnifier | individual | For a person who needs a magnifier, by having a bigger font-size or a different screen resolution may solve the problem for him/her when using a PC. This is not fully applicable to mobile devices because the display might become unusable at a certain font size. |
| SDV | Magnification Views | not answered | |
| SDV | Magnification: Set how much the view changes when zooming in | average | |
| SDV | Magnification: Turn on colour inversion | individual | Turning the color inversion to 'on' wouldn't be a problem for a person that doesn't needs it but magnification |
| SDV | Magnification: Follow the mouse pointer | individual | I think that, as long as the two users need magnification, this option won't make the computer unusable to one of them, but he would need to be aware of it. |
| SDV | Magnification: Follow the keyboard focus | individual | I think that, as long as the two users need magnification, this option won't make the computer unusable to one of them, but he would need to be aware of it. |
| SDV | Magnification: Have Magnifier follow the text insertion point | individual | I think that, as long as the two users need magnification, this option won't make the computer unusable to one of them, but he would need to be aware of it. |
| SDV | Audio/Microphone Settings | | |
| SDV | On-Screen-Keyboard: Sound of Keystrokes | activate | |
| SDV | Make a sound when turning a keyboard functionality setting on or off | activate | |
| SDV | Turn on Screen Reader | individual | The screen reader won't make the system unusable for user who doesn't need it |
| SDV | Screen Reader: Speech Rate | minimum | |
| SDV | Screen Reader: Volume | average | |
| SDV | Screen Reader: Pitch | average | |
| SDV | Screen Reader: Voice | individual | It depends on the situation, but I think that a user who is used to a concrete voice can leave without it. But also, there's a thing, blind users are used to use high speech rates, so probably, when not using the preferred voice, they would need a lower speech rate for them to understand it better. |
| SDV | Screen Reader: Link Indications | not answered | |
| SDV | Screen Reader: Echo User's Keystrokes | individual | This depends on who is going to do most of the input (and if there will be some UI to signal that the users switch with others at the keyboard). |
| SDV | Screen Reader: Announce System Messages | activate | |
| SDV | Screen Reader: Announce Scroll Notifications | deactivate | |
| SDV | Turn on Audio Description | activate | |
| SDV | Visual Alerts Settings | | |
| SDV | Turn on visual notifications for sounds | activate | |
| SDV | Turn on text captions for spoken dialog | activate | |
| SRS | S1: Filter keys S2: keyboard shortcuts | individual | Each key press necessary for the shortcut could be filtered similar as a single key press. So a simple (single key) filter could be advanced to recognize shortcuts. Also thinkable is that a recognized shortcut press needs an additional confirmation, which needs an additional - "simple" - filter. However, which such an approach it could also be harder/more complex to use shortcuts, what may result in an additional barrier. |
| SRS | S1: Filter keys S2: turn on On-Screen-Keyboard | individual | On-Screen-Keyboard could be interpreted like a normal keyboard |
| SRS | S1: Toggle Keys S2: On-Screen-Keyboard: sound of keystrokes | individual | Toggle key could be played in a different octave then the keystroke sounds. Or, the various active toggle keys could be indicated by a different pitch of the keystrokes. |
| SRS | S1: Toggle Keys S2: Make a sound when turning a keyboard functionality setting on or off | individual | Toggle key could be played in a different octave then the keystroke sounds. Or, the various active toggle keys could be indicated by a different pitch of the keystrokes. |

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| SRS | S1: Turn on On-Screen-Keyboard S2: Colour Settings | individual | Don't see the problem here, at least in the case when the color settings are not only changed in the application but on the system layer. With both set independently the answer is: I don't know. |
| SRS | S1: Turn on On-Screen-Keyboard S2: Magnification: Turn on colour inversion | individual | Don't see the problem here, at least in the case when the color settings are not only changed in the application but on the system layer. With both set independently the answer is: I don't know. |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: Font Family | individual | Change the font family system wide, so that the message is displayed with the selected font family. Both settings do not interfere with each other |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: Magnification: Turn on colour inversion | individual | Change the color theme when the magnifier hovers the message window |
| SRS | S1: Colour Preferences S2: Colour Preferences | individual | First, with by distinguish pure visual 'highlight' settings and necessary settings...e.g. settings which interfere with a high contrast setting could hold back in favor of the high contrast. That means colors could be reduced to a basic color set. |
| SRS | S1: Allowing that the cursor is changed by applications/designs S2: Colour Settings | individual | Instead of changing the cursor color, change the size of the cursor |
| SRS | S1: Cursor Shadow S2: Colour Settings | individual | Adapt the shadow color correspondent to the selected color |
| SRS | S1: Cursor Shadow S2: Magnification: Turn on colour inversion | individual | Adapt the shadow color correspondent to the selected color |
| SRS | S1: Cursor Trail S2: Colour Settings | individual | Adapt the shadow color correspondent to the selected color |
| SRS | S1: Turn on visual notifications for sounds S2: Screen Resolution | individual | If the visual notification can be altered, change it corresponding the resolution or using whole screen notifications |
| SRS | S1: Turn on text captions for spoken dialogue S2: colour settings | individual | Change the dialogue color corresponding the color settings |
| SRS | S1: Turn on text captions for spoken dialogue S2: font settings | individual | Use the font settings for the captions |
| SRS | S1: Display an icon on the task bar, when turning on a setting (keyboard functionality) S2: colour settings | individual | If possible alter the icon image. Otherwise no. |
| SRS | S1: Display an icon on the task bar, when turning on a setting (keyboard functionality) S2: Magnification: Turn on colour inversion | individual | Change the icon when the magnifier hovers the icon or icon bar |
| SRS | S1: Change the size of text and icons S2: Turn on visual notifications for sounds | individual | Doesn't necessarily exclude each other |
| SRS | S1: Change the size of text and icons S2: Turn on text captions for spoken dialogue | individual | Adapt the caption size to the selected text size |
| SRS | S1: On-Screen-Keyboard: sound of keystrokes S2: Make a sound when turning a keyboard functionality setting on or off | individual | Changing the sound pitch |
| SRS | S1: Make a sound when turning a keyboard functionality setting on or off S2: Turn on audio description | individual | Changing the volume of both, e.g. turn louder what is more important, or what can be recognized easier with a lower volume |
| SRS | S1: Turn on screen reader S2: Turn on audio description | individual | Hold the focus as long as the audio description is active or until it is canceled then turn on the navigation or pause the screen reader as long as the description is playing or until it is canceled |
| SRS | S1: Screen Resolution (small) S2: Change the size of text and icons (big) | individual | show/preview comparison to show similarity and allow user to select |
| SRS | S1: Screen Resolution (big) S2: Font Size (small) | individual | show/preview comparison to show similarity and allow user to select |
| SRS | S1: Screen Resolution (small) S2: Magnification: Set how much the view changes when zooming in (big) | individual | show/preview comparison to show similarity and allow user to select |
| SRS | S1: Change the size of text and icons (big) S2: Font Size (big) | individual | apply the largest font size and apply the icon size setting |
| SRS | S1: Change the size of text and icons (small) S2: Font Size (small) | individual | apply the largest font size and apply the icon size setting |
| SRS | S1: Font Preferences S2: Font Preferences | individual | ask users to select one |
| SRS | S1: Cursor Trail S2: Allowing that the cursor is changed by applications/designs | individual | ask users to select one |
| SRS | S1: Cursor Size (big) S2: Cursor Trail Length (big) | individual | user would really need to try this out |
| SRS | S1: Filter Keys S2: Sticky Keys | not solvable | |
| SRS | S1: Cursor Trail S2: Magnification: Turn on colour inversion | not solvable | |
| SRS | S1: Activate a window by hovering over it with the mouse S2: screen resolution (big) | not solvable | |
| SRS | S1: Activate a window by hovering over it with the mouse S2: change the size of text and icons (small) | not solvable | |
| SRS | S1: Activate a window by hovering over it with the mouse S2: cursor size (small) | not solvable | |
| SRS | S1: Activate a window by hovering over it with the mouse S2: Magnification: set how much the view changes when zooming in (small) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: screen resolution (small) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: screen resolution (big) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: font size (small) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: change the size of text and icons (small) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: change the size of text and icons (big) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: magnification: set how much the view changes when zooming in (small) | not solvable | |
| SRS | S1: Turn on On-Screen-Keyboard S2: magnification: set how much the view changes when zooming in (big) | not solvable | |
| SRS | S1: Display an icon on the task bar, when turning on a setting (keyboard functionality) S2: Change the size of text and icons (small) | not solvable | |

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| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: font weight (thin) | not solvable | |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: font weight (big) | not solvable | |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: line height (small) | not solvable | |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: line height (big) | not solvable | |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: Letter Spacing (small) | not solvable | |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: letter spacing (big) | not solvable | |
| SRS | S1: Display a warning message when turning a setting (keyboard functionality) on S2: font size (small) | not solvable | |
| SRS | S1: Screen resolution (big) S2: cursor size (small) | not solvable | |
| SRS | S1: Screen resolution (small) S2: magnification views | not solvable | |
| SRS | S1: Change the size of text and icons (big) S2: cursor size (big) | not solvable | |
| SRS | S1: Change the size of text and icons (small) S2: cursor size (small) | not solvable | |
| SRS | S1: Cursor Trail S2: cursor shadow | not solvable | |
| SRS | S1: Cursor Trail S2: magnification: set how much the view changes when zooming in (big) | not solvable | |
| SRS | S1: Font Size (small) S2: set the thickness of the blinking cursor (big) | not solvable | |
| SRS | S1: Magnification: set how much the view changes when zooming in (big) S2: turn on text captions for spoken dialogue | not solvable | |