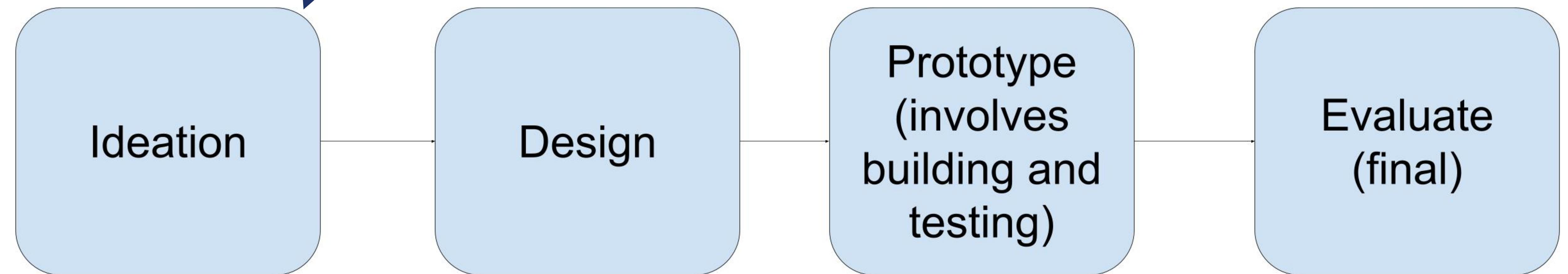
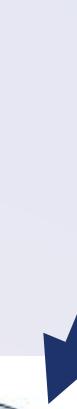


Chapter 4: Pushing the Ceiling of *Data Experiences*

Chapter 4, Episode 1: Accessibility work is never done (and how to get feedback)

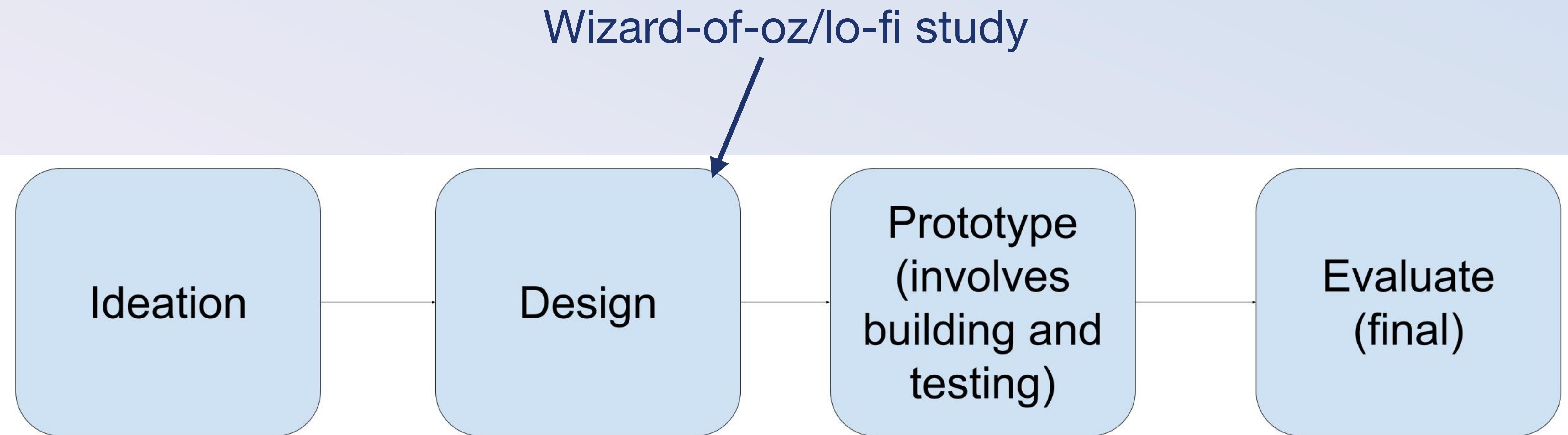
Involving people with disabilities in the design process

Preliminary/pilot study



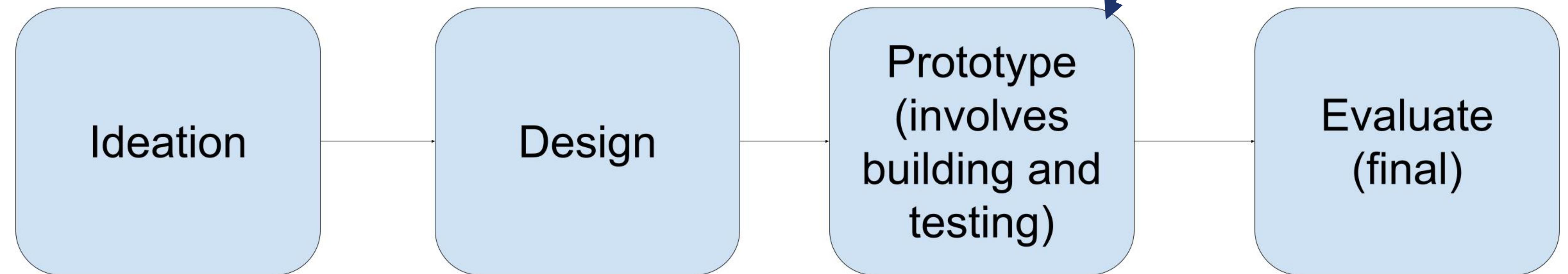
Source: [“How not to make bad AT” by Iman et al](#)

Involving people with disabilities in the design process



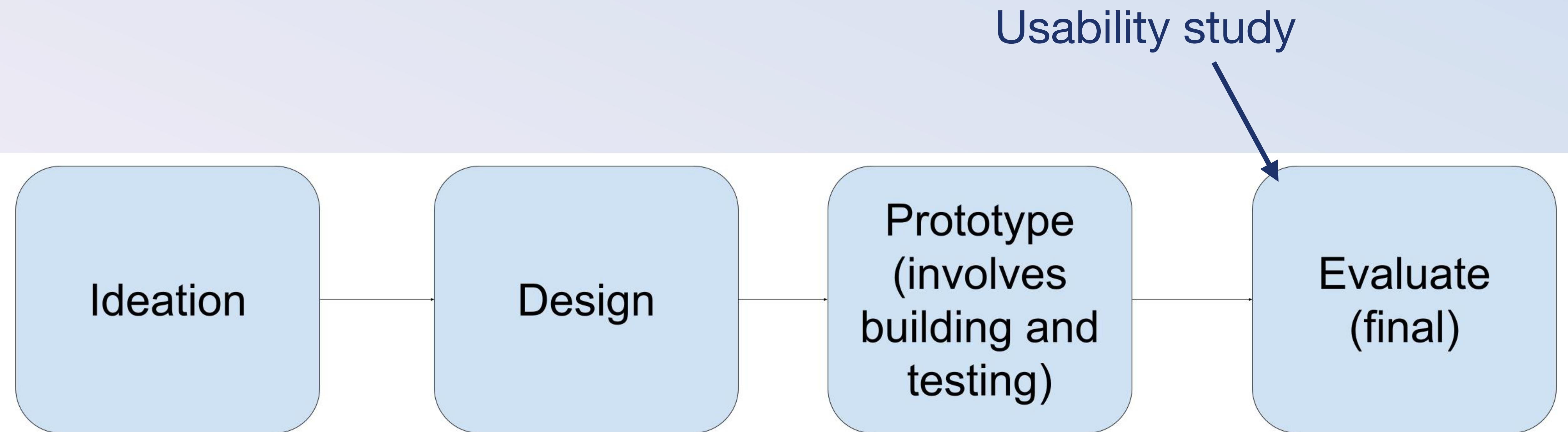
Source: [“How not to make bad AT” by Iman et al](#)

Involving people with disabilities in the design process



Source: [“How not to make bad AT” by Iman et al](#)

Involving people with disabilities in the design process

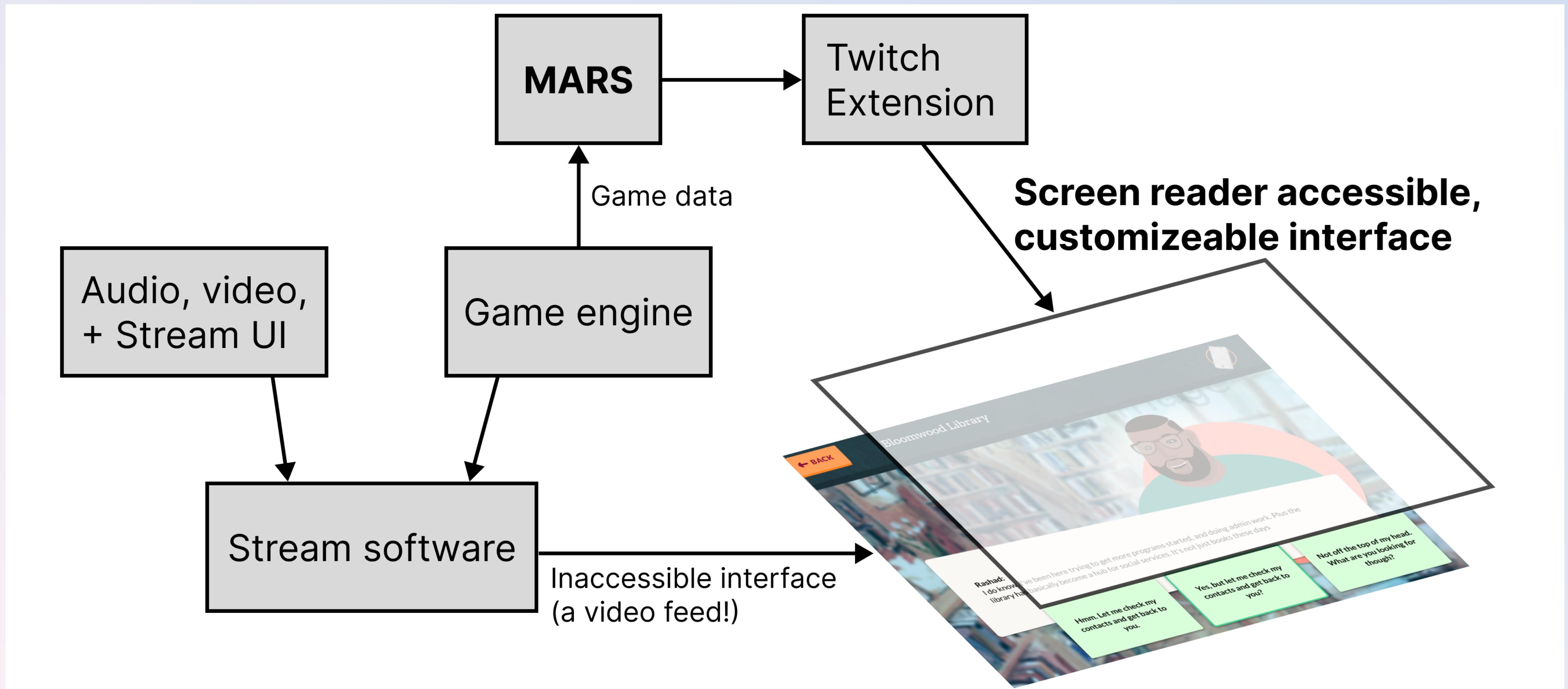


Source: [“How not to make bad AT” by Iman et al](#)

**Important framing: don't evaluate people
with your *things* (that is a medical framing).**

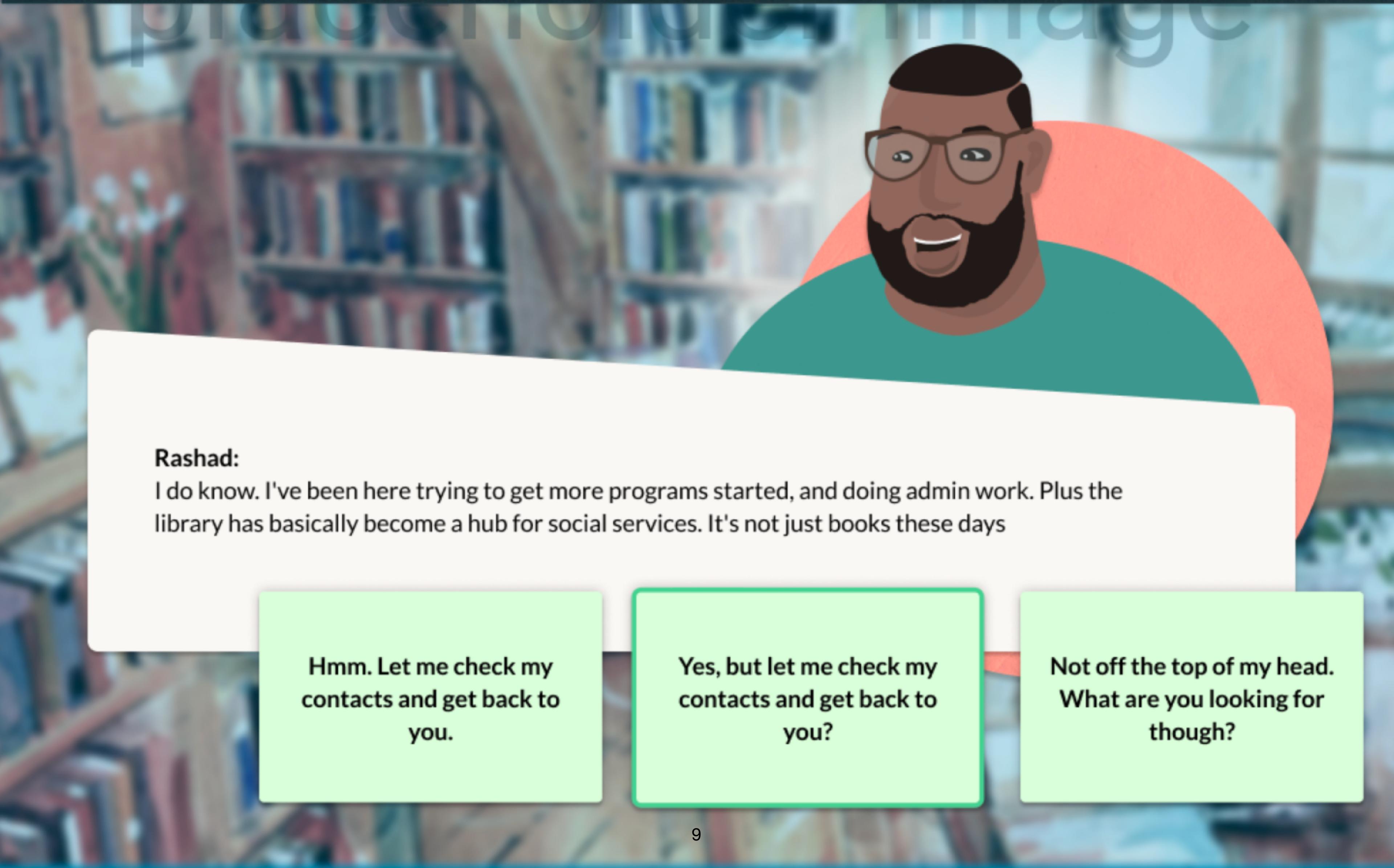
Instead, evaluate your things with people!

Example research project: Accessible streaming

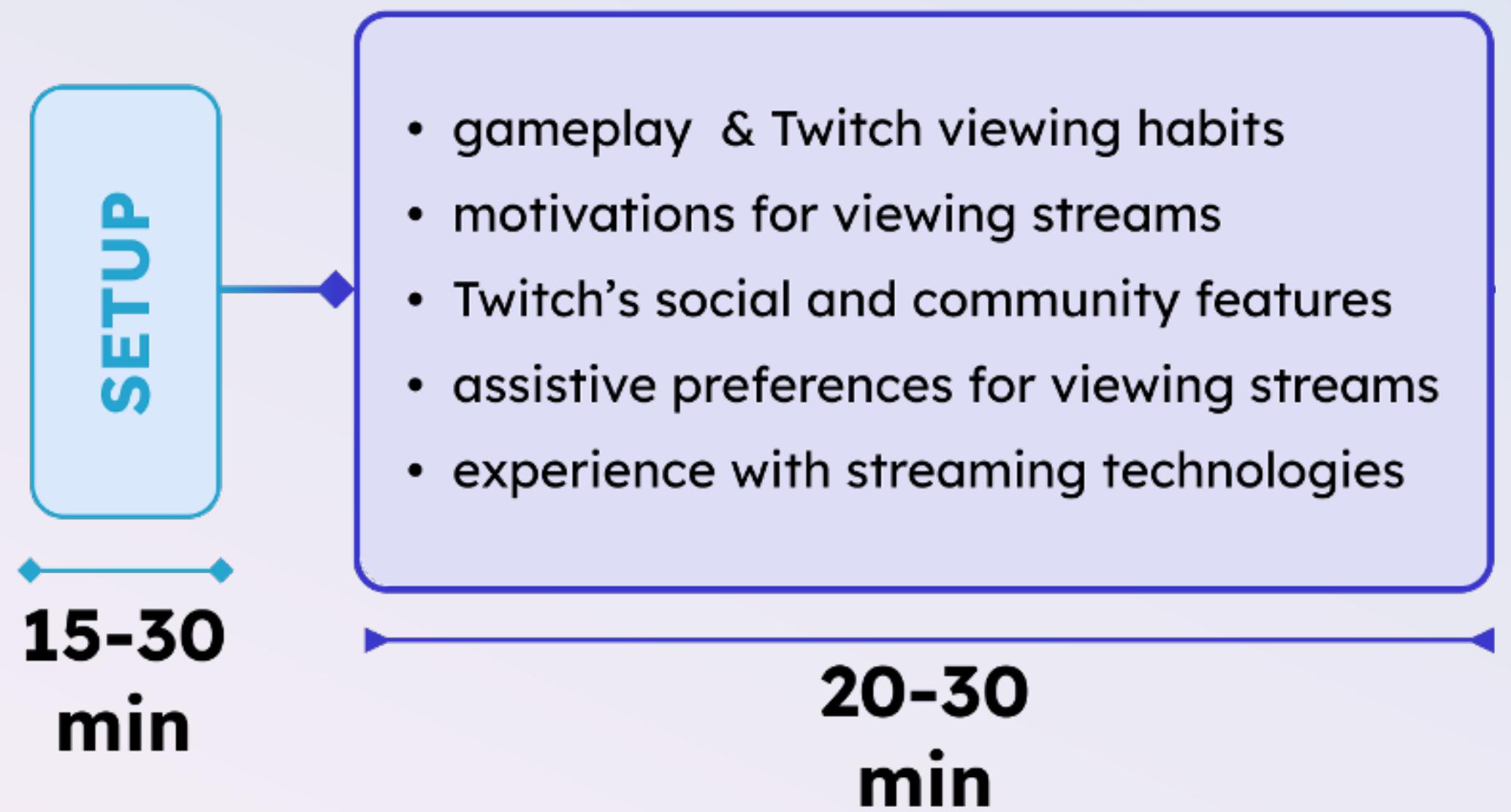


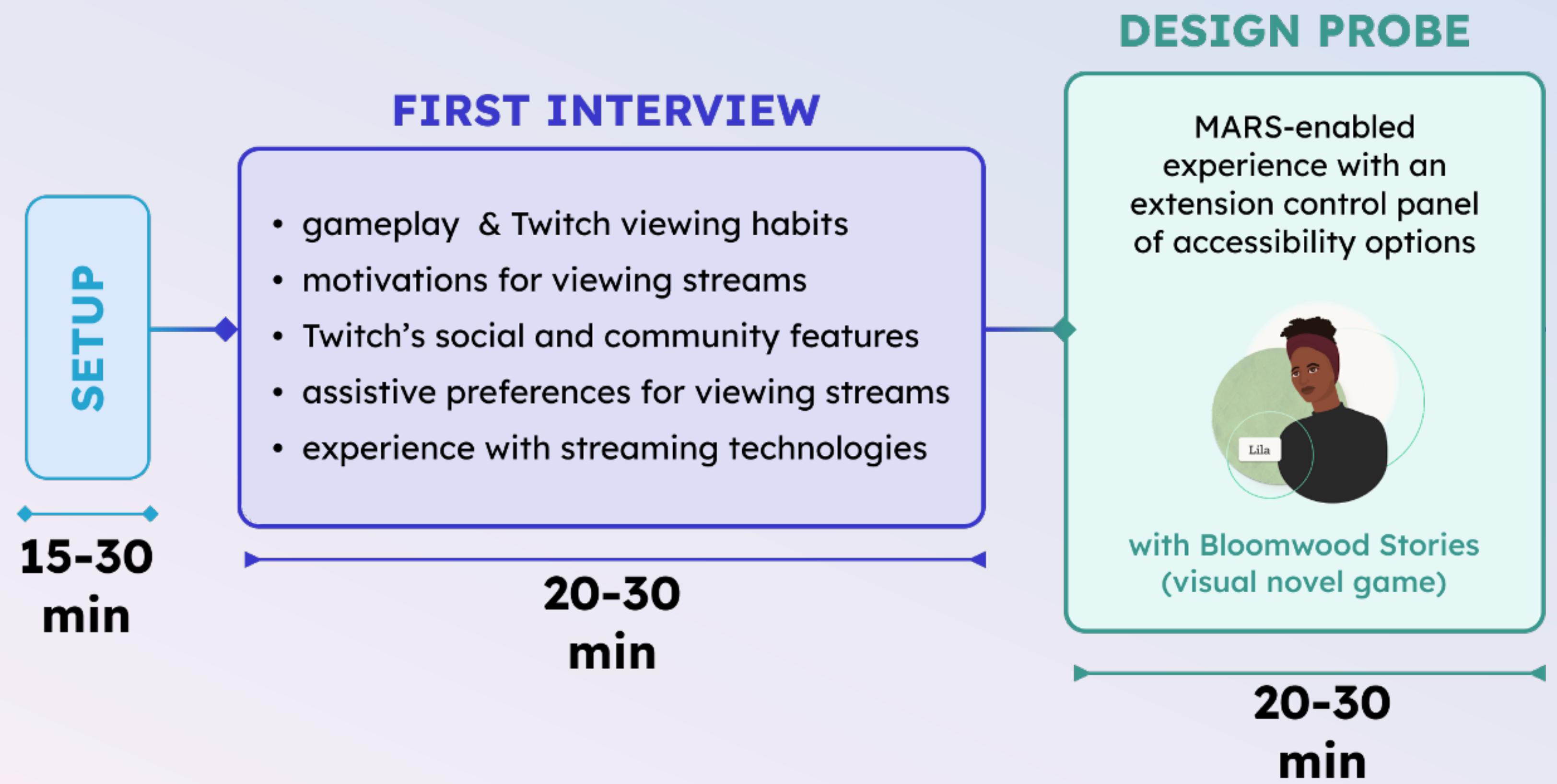
 BACK

Bloomwood Library

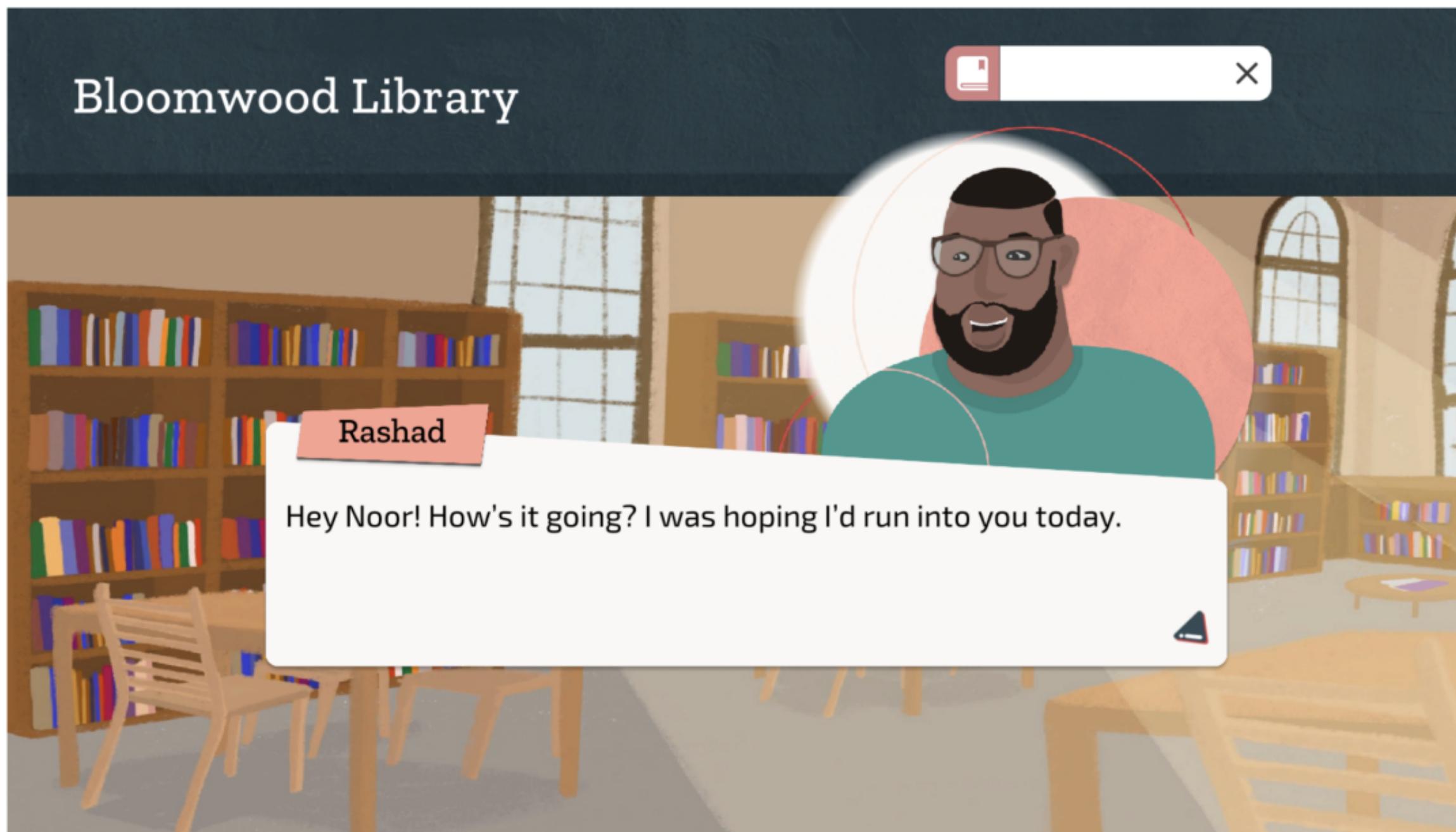


FIRST INTERVIEW

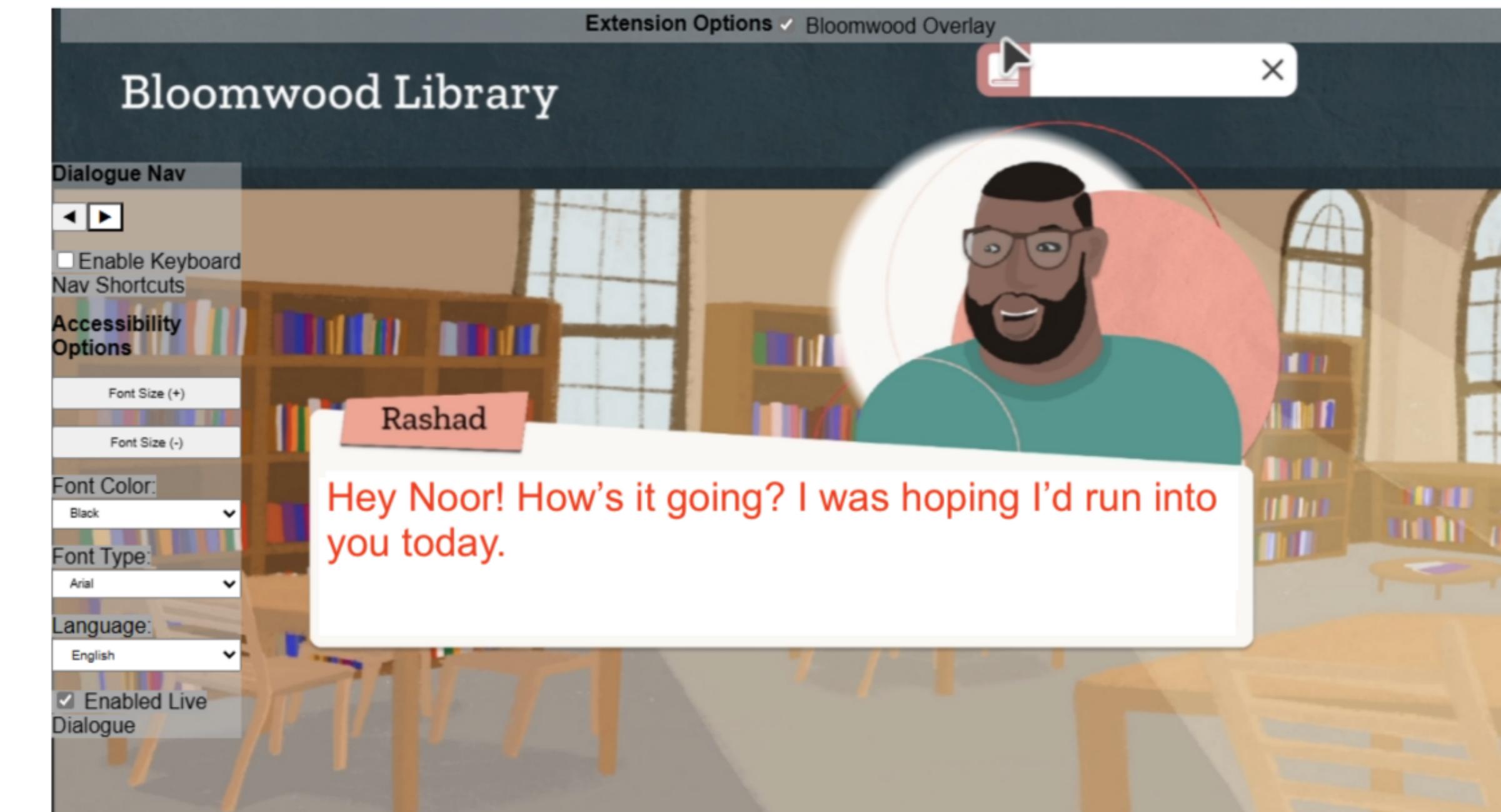




Our prototype and design probe



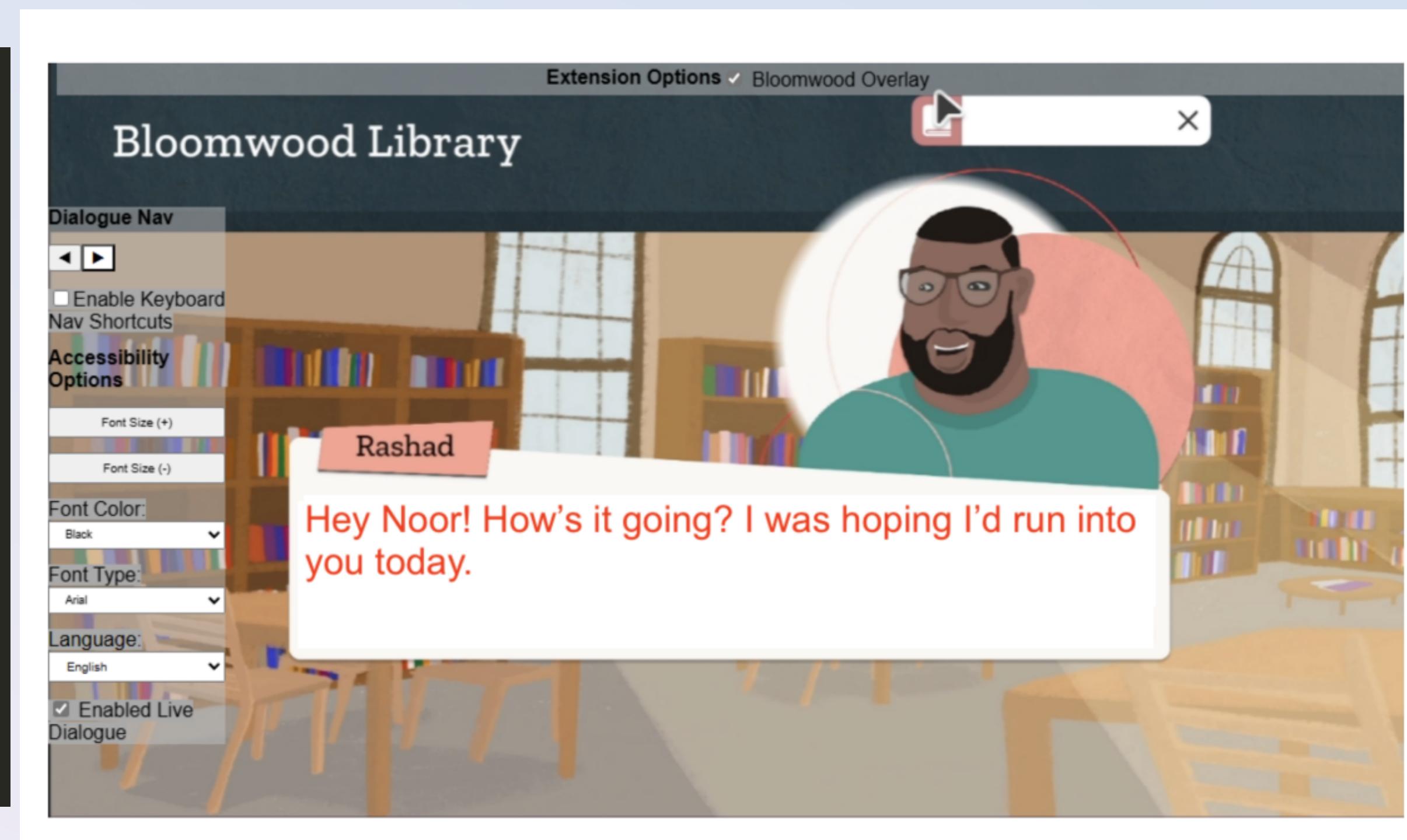
Gamer interface, to gamer



Stream interface, to viewers

Enabled by accessible HTML, under the hood

```
1 <h2>Dialogue Navigation</h2>
2  <div id="dialogue-browsing-buttons">
3   <button id="previous-dialogue-button" aria-label="Previous dialogue">&#x25C0;</button>
4   <button id="next-dialogue-button" aria-label="Next dialogue">&#x25B6;<div></div></button>
5 </div>
6 <div>
7   <label>
8     <input id="keyboard" type="checkbox" name="dialog" value="keyboard">Enable Keyboard Nav Shortcuts
9   </label>
10 </div>
11 <h2>Accessibility Options</h2>
12 <button id="increase-font-size-button">Font Size (+)</button>
13 <button id="decrease-font-size-button">Font Size (-)</button>
14 <div class="dropdowns">
15   <label for="font-color-select">Font Color:</label>
16   <select id="font-color-select">
17     <option value="black">Black</option>
18     <option value="red">Red</option>
19     <option value="blue">Blue</option>
20   </select>
21 </div>
```



DESIGN PROBE

FIRST INTERVIEW

SETUP

**15-30
min**

- gameplay & Twitch viewing habits
- motivations for viewing streams
- Twitch's social and community features
- assistive preferences for viewing streams
- experience with streaming technologies

**20-30
min**

MARS-enabled
experience with an
extension control panel
of accessibility options



with Bloomwood Stories
(visual novel game)

**20-30
min**

SECOND INTERVIEW

- prototype experience
- improvements on features
- brainstorming novel features and experiences
- collaborative ideation on future design of game-aware experiences

**30-45
min**

**Remember: do *not* ask for free labor from
people with disabilities.**

Pay them for their knowledge and expertise.