**Preparation – Accessibility in the Case Study**

**Have a look at the Fiscal the Fraud Fighting Ferret project – I’m sure you’ve already thought about the things that you feel are wrong, but how does the project fare in terms of accessibility? What accessibility characteristics might affect this audience? What might they think?**

* Images are not aligned
* Images are not representative of associated tasks.
* Not well structured
* Unclean Design

**Activity – Experiencing Accessibility**

1. Using only your non-dominant hand, use your smart phone to take a photo, crop the photo, and email the photo to your instructor
2. **What was difficult? What worked? What didn’t work?**

* Take a photo. Balancing the phone.
* Selecting items on the phone.
* Cropping the image, typing the e-mail address.

**3. What do you need to change?**

Purchase a larger phone.

**Activity – Designing for Accessibility**

1. Identify the key accessibility considerations that affect the use of phones

* Smart phone keyboard is too small.
* Phone needs improved calibration for single handed photo taking.
* Single handed cropping needs to be improved.

1. Design the perfect phone for accessibility

Frankly, there is no possible design for a perfect phone in terms of accessibility. This is due to the fact that every user has a different sized hand.

However, what can be done excluding this factor, is to design the phone so that single handed use is made easier. Photo taking calibration, cropping for single handed use, and potentially even eliminating the keyboard process of sending an e-mail. Possibly with voice recognition.