

What is Husky Adapt?

- A program at the University of Washington where teams of students take on design challenges each year
- Works to foster an inclusive, sustainable and multidisciplinary community supporting accessible design



What is Sustainable Design?

- A design process focused on preservation and continuation
- Ensures work is organized enough to be iterated upon and improved



Design Projects 2017-2018

How do we ensure sustainability of projects between years?

How do we share results with the broader community?

Need:

- A website that ensures the sustainability of the club and showcases past accomplishments

Process:

- Performed Case Studies on other research pages
- Selected information to be posted; in line with guiding questions
- Organized with user interaction in mind

Final Product:

Mouseover hover feature

Central Page for teams; images link to detailed team pages

Club Design Teams

Accessible Lunchbox: Opening a lunchbox is a two-handed task; one hand is used to stabilize the box while the other is used to unlatch and take off the lid. This can be a challenging activity for individuals who have decreased hand function on one side.

Inexpensive Switch: Every child deserves to play; it is a crucial part of their development. But most toys that can simply be purchased at a store are not accessible for everyone. For many children with mobility impairments, an adapted toy is the best way they can interact with a toy and gain valuable cognitive skills.

Alternative Text

Mission Statement

Our challenge is to design an accessible, durable lunchbox that stores hot and cold foods, and can be operated independently by an individual with limited use of one hand.

Accomplishments

External Components:

- Discrete latch for right seal
- Rubber feet for increased stabilization
- Magnet held assistive butterfly strap (discrete, intuitive)
- Ergonomic butterfly handle for securing while opening

Internal Components:

- Air tight seal to prevent leaks
- Removable thermos with push bottom top
- Wide and shallow bowl to make scooping food out easier
- Movable dividers to customize snack compartment

The website workflow is now more intuitive and organized making the information accessible, ensuring the sustainability of accessible design.

Design Challenges 2018-2019

How do we reach out to need experts for design project ideas and partnerships?

How do we pick design projects for impact?

Need:

- System for reaching out to need experts and creating design challenges for next year

Product:

- Survey is inclusive and sets expectations for need experts and teams; incorporated feedback from experts in the field
- Centralized repository of community members contact information
- Interview document for meetings with need experts to ensure the correct information is gathered
- One page summary of each design challenge for incoming student teams providing more direction and detail



Future:

- Documentation to be used in the future, ensuring the continuation of accessible design
- Expand our network of community members, continuing to increase the impact that HuskyADAPT can have.

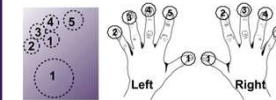
Student teams and need experts are set up for success by establishing realistic expectations and desired outcomes before the design process even starts.

Furthering a Design Project

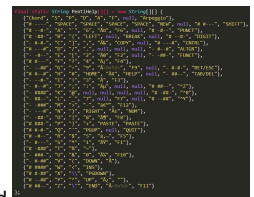
Is there any design project or piece of a project you would like to pursue or prepare it for another design team?

Design Project:

- Queso is a super third grader! He is looking for better ways to play more challenging video games. He is especially interested in being able to play Minecraft with only his left hand.
- With this implementation the student's writing potential will expand



How it aligns with chord: 1 2 3 4 5
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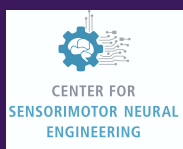
Easy Type:

- Customized PENTI One-handed Keyboard
- Minimal force required to type due to touch keyboard, opens doors to playing online games
- Allows Queso to grow typing skills
- Regular PENTI keyboard implementation and Simplified PENTI keyboard for games

Continuation:

- Researched most used keys to optimize keyboard
- Implemented shortcuts for most used words in users age group
- Remapped the keyboard according to Queso's ability with his right hand

Iterated upon an existing design to improve the user experience and versatility of the keyboard.



References

- Importance of Accessible Design resources from Alyssa/Dr. Steele

Acknowledgments

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