

# Review of the course

# Review

- What (do I think) you should take away from this course?

# What did we cover?

- Perspectives on accessibility
- Who needs accessibility features?
- Web accessibility
- Accessibility standards
- Accessibility evaluation
- Blindness and low vision
- How screen readers work
- Alternative input for motor disabilities
- Eye gaze input
- Voice input
- Augmented and Alternative Communication (AAC)
- Tactile graphics
- Cognitive disabilities
- Collaborative accessibility
- Do-it-yourself assistive technology
- Crowd-powered assistive technology

# Big picture ideas

- How to design for people very much unlike us (even when we have limited access to user feedback)
- It's easy to mess this up; but relatively easy to consider these issues during design
- Inclusion/exclusion is a broadly reaching issue
- Universal design – support access for as wide a range of people as possible (or: remove unnecessary barriers)
- There are many ways to access computers!
- “Good” design for alternative UIs requires understanding and experiencing how they work
- Accessibility often at the fringe of new technology interactions (e.g. voice input, 3D printing)
- Accessibility is not a side issue, but part of doing UX design well
- **Addressing these issues is an easy way to improve the world as a computer scientist**

# Skills

- Evaluating existing technologies for accessibility (where do things break?)
- Designing for non-traditional interaction (voice, tactile)
- Prototyping is no big deal, just do it
- Understanding the gap between **just OK** and thoughtful interaction design
- Secret agenda: gain experience with emerging user interface modes (voice, tactile)

# We can do better

- On future projects, you've lost the excuse that you're not aware of these issues (sorry not sorry)
- In practice, we aren't always going to be able to solve every accessibility problem
- But now you can (and should) consider these issues, and make decisions intentionally
  - If there's extra work involved, consider how it can improve the overall design
  - When you can't solve an accessibility problem, provide an alternative solution

# Next steps

- More classes in CS, ATLAS, Info Science
- Get involved in research at CU
- Go out and fix accessibility problems in the world! Seriously
- There are jobs! [teachaccess.org](https://teachaccess.org)

# Wrapping up the class

- Final demo on Wednesday
- Submit remaining assignments



# Thank you!

