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Neurodiversity and Inclusion in Product Design - Embrace the edge cases and think beyond average users







Vaishnavi Venkata Subramaniam Software Engineer, Electronic Arts

### Glossophobia



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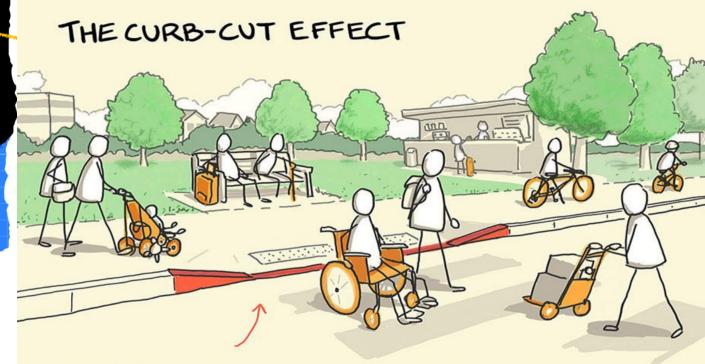
#### Agenda

- What is Neurodiversity?
- Accessibility vs ND
- Guidelines for Design
- Concluding Remarks



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- Named after curb cuts that enable wheelchair users to get on and off sidewalks.
- Were not legally required until 1990 with the signing of the Americans with Disabilities Act.



WHEN WE DESIGN

FOR DISABILITIES

... WE MAKE THINGS
BETTER FOR EVERYONE

sketchplanations

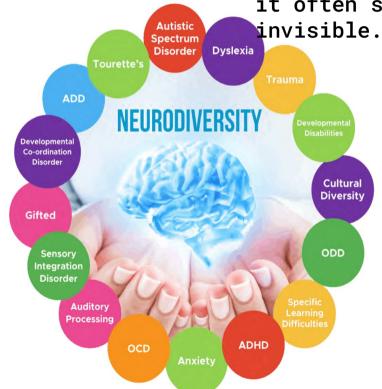
Credit: Sketchplanations

(https://sketchplanations.com/the-curb-cut-effect)

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#### Not an edge case!

Neurodiversity is ofte invisible. What's more it often stays invisible.



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Measurable, biological differences in the way the brain is wired to process

- Social interactions
- Intellectual understanding
- Emotions and behaviors

A social model of disability



Credits: https://dribbble.com/zaraillustrates

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- Neurodivergent brains are biologically different.
- One cannot be "trained out of" the way their brain works



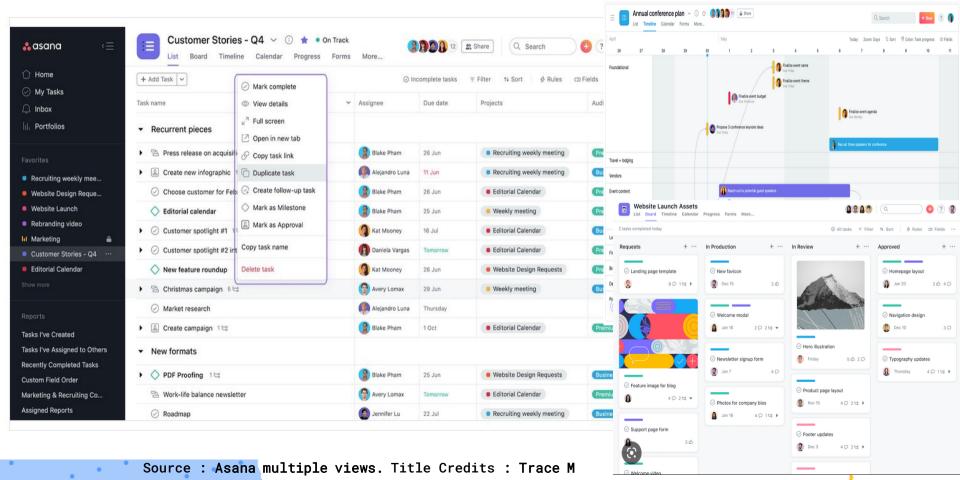
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- Abundance and not redundance
- Kinder and Forgiving products
- Gaming and Neurodiversity
- Design Guidelines



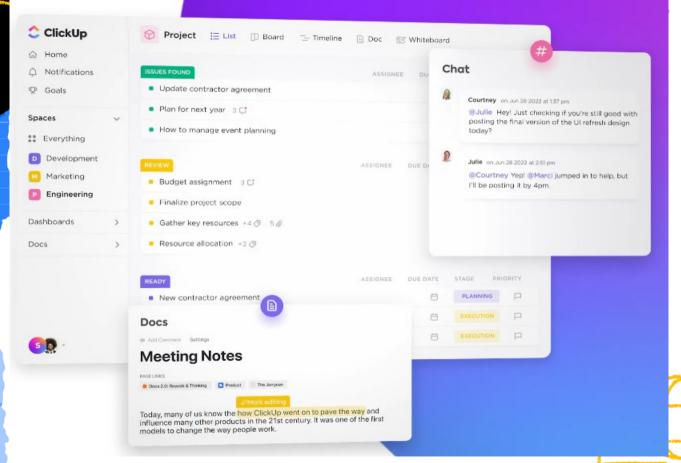


#### Abundance and not redundance



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#### Abundance and not redundance



Source : ClickUp. Title Credits : Trace M

#### **Be Kind and Forgiving**

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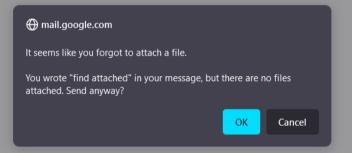
Vaishnavi T.V

Membership Payment Invoice for Toastmasters fall 2022

Hello Keith,

Please find attached invoice for EA Toastmasters

Vaishnavi



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#### Be Kind and Forgiving

#### **Grammarly - Disneyland of Spell**



If you have any questions about my rate or if you find it necessary to increase or decrease the scope for this project, please let me know.

Clarity · Rephrase sentence

If you have any questions about my rate or if you find it necessary to increase or decrease the scope for this-project project's scope, please let me know.

Rephrase

Dismiss





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The Sims is a game of comfort for so many neurodiverse people







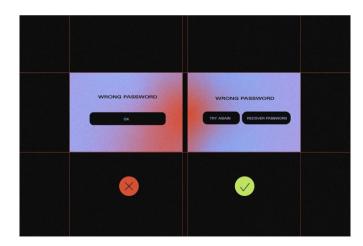
Play in different ways depending on my mood.
 allows to build and create

- Play out different situations in a safe environment.
- Explore relationship dynamics that don't come naturally to us
- "A new trait now a Sim could be an 'overachiever.' When applied, he would get bored and restless when his life became dormant. When he took on challenging tasks, he was so happy and fulfilled.

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#### Guidelines





#### Guidelines

• Interpretable messages

Avoid use of characters that look alike

E.g. 111, B8, QOOCD, and try to break up long strings in phone numbers e.g. (000) 000-

- Stick to active voice: Sentences in the passive voice are longer and harder to comprehend. Users with ADHD will get bored, dyslexics will have even more trouble reading, and so will readers on the spectrum.
- Avoid metaphors: Trouble understanding metaphors, such as idioms and other abstract figures of speech.
  - E.g. Instead of calling it a day, it's more inclusive to say that something is done.

#### Guidelines

• Format your writing: Divide large chunks of text into smaller paragraphs. It is challenging for people struggling with limited attention spans.

- Use descriptive buttons: No vague microcopy, such as Click here.
   Describe the purpose of the button.
   Example: Upload images, Register, Download the e-book.
   This simple change makes navigation smoother and reduces anxiety.
- Be careful with animations: Too much stimulation can induce anxiety in people on the autism spectrum, which may even lead to physical pain, withdrawal, or meltdown. Use of animated elements should be limited to instances when it serves a purpose. Also remember not to make them too invasive.

#### Guidelines

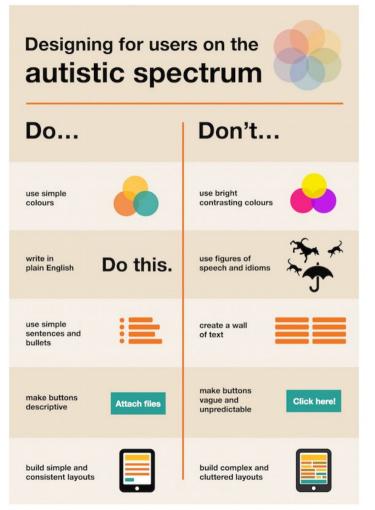
• Avoid autoplay: Unexpected movement is surprising and scary, not to mention the sound!

Add subtitles and captions

 Bring in the perspective of ND users and perform user testing and focus groups with them.







## Designing for users with dyslexia



#### Do...

#### Don't...

use images and diagrams to support text



use large blocks of heavy text



align text to the left and keep a consistent layout



underline words, use italics or write in capitals



consider producing materials in other formats (for example, audio or video)



force users to remember things from previous pages - give reminders and prompts



keep content short, clear and simple



rely on accurate spelling - use autocorrect or provide suggestions



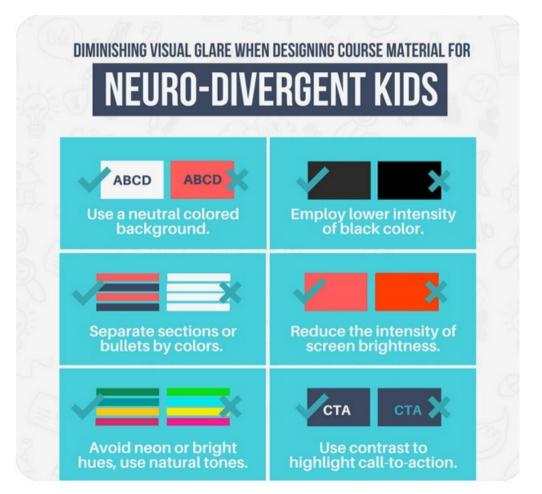
let users change the contrast between background and text



put too much information in one place



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Credit : DesignMantic

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## Personas and Journey Mapping

- Include neurodivergent characteristics in our user personas
- Journey map the experiences of neurodivergent users



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Great Minds Think Unalike And Learn Differently

Representation Matters!

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A design with inclusivity and neurodiversity in mind is not just 'nice to have' — it's imperative

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