# Inclusive Universe 1.0 Integrating Universal Design into Social Apps

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## Universal Design

[T]he design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design.

-Ron Mace

### **ADAPTS**

Ability

Device

Age

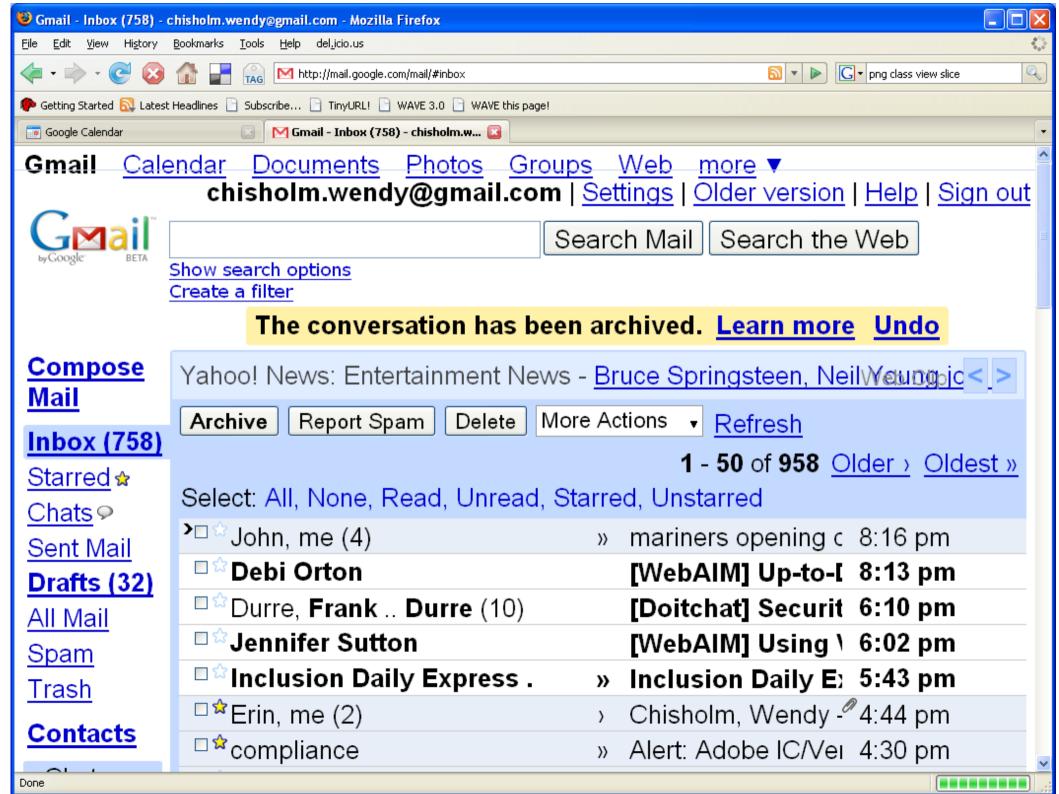
Preference

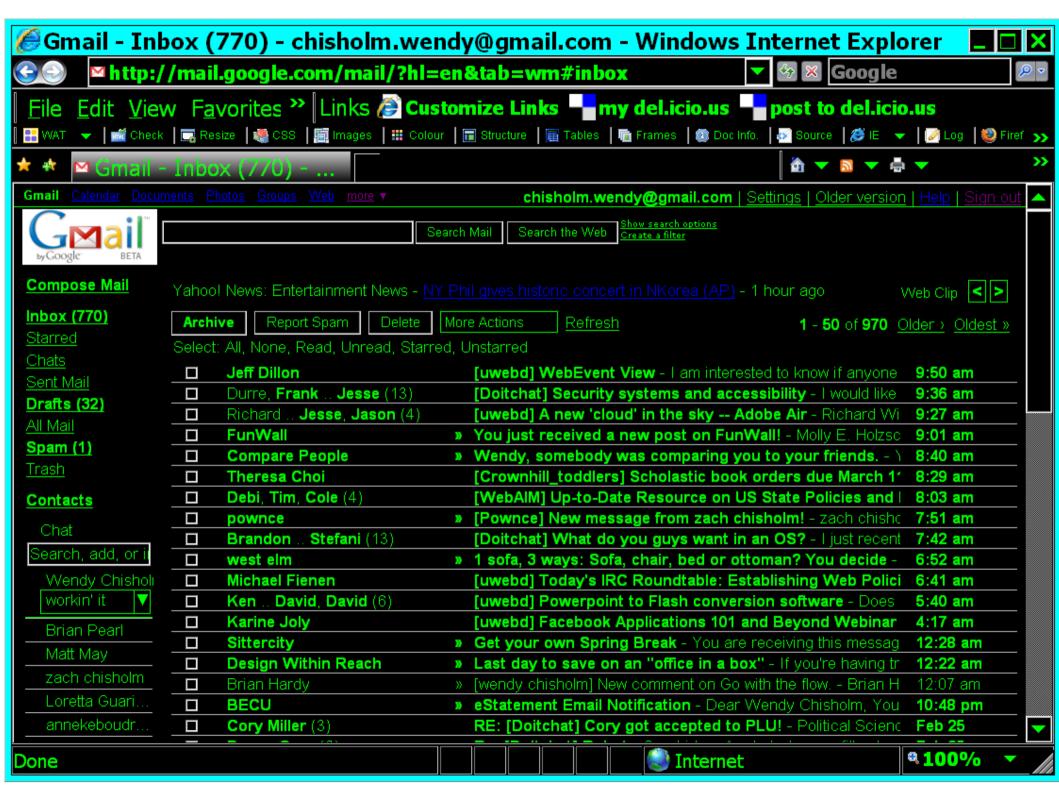
Task

Situation

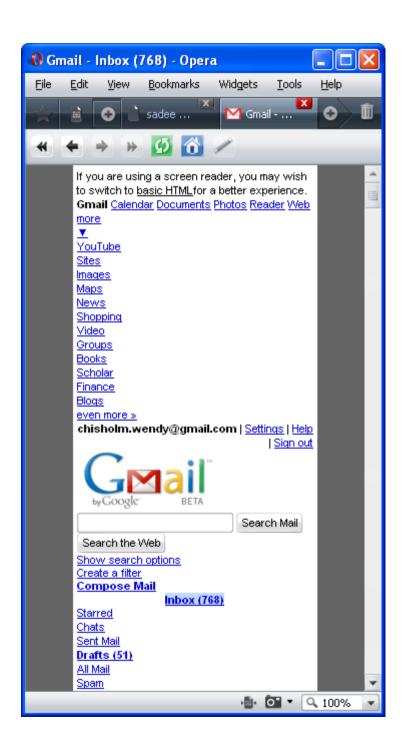
#### Inclusive Universe 1.0

A cloud of services and applications that ADAPTS to support an inclusive community, to the greatest extent possible, without the need for specialized design.









This page intentionally left blank to illustrate the view of gmail to someone who is blind or not viewing the screen for some reason. At this point in my presentation, I did a quick demo of mobile speak on an htc shadow reading gmail...trying to further emphasize the importance of challenging your assumptions about your users.

## 2 Wishes

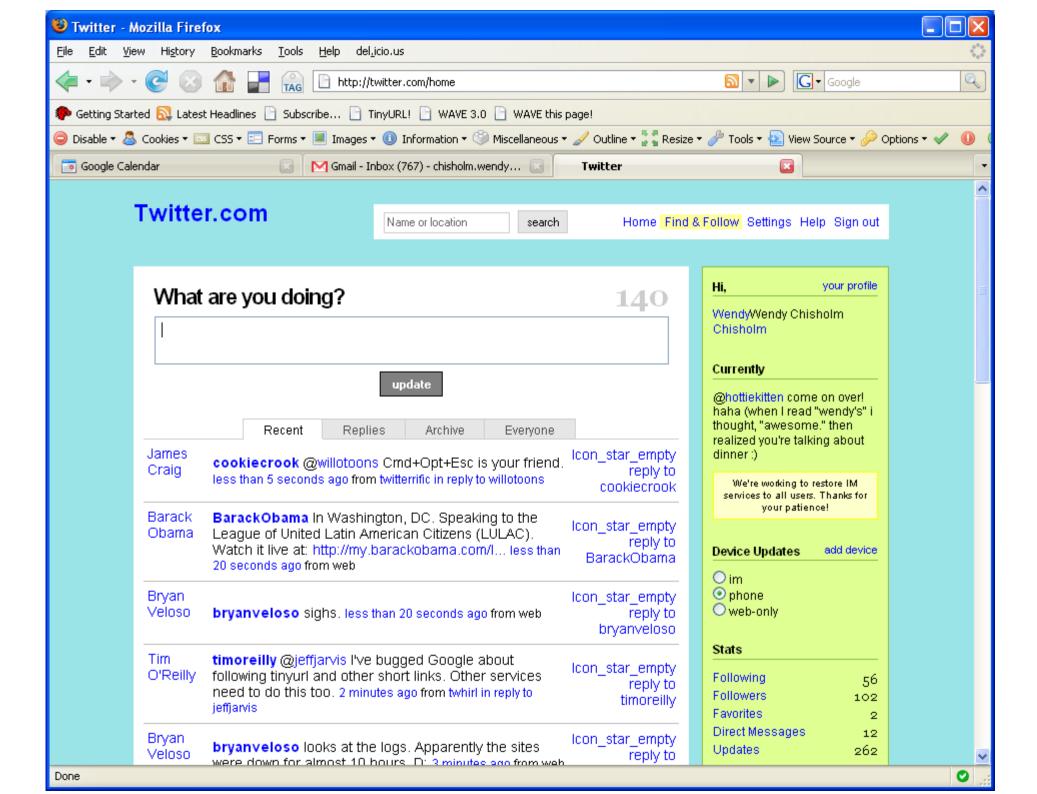
- → APIs
- → I/O





#### **APIs**

- e.g., Digg
  - -<thumbnail originalwidth="651"
     originalheight="658"
     contentType="image/jpeg"
     src="http://digg.com/basketball/H
     oopfest\_Like\_Woodstock\_for\_Basket
     ball/t.jpg" width="80"
     height="80" />
- An element or attribute to provide text equivalents.



## I/O



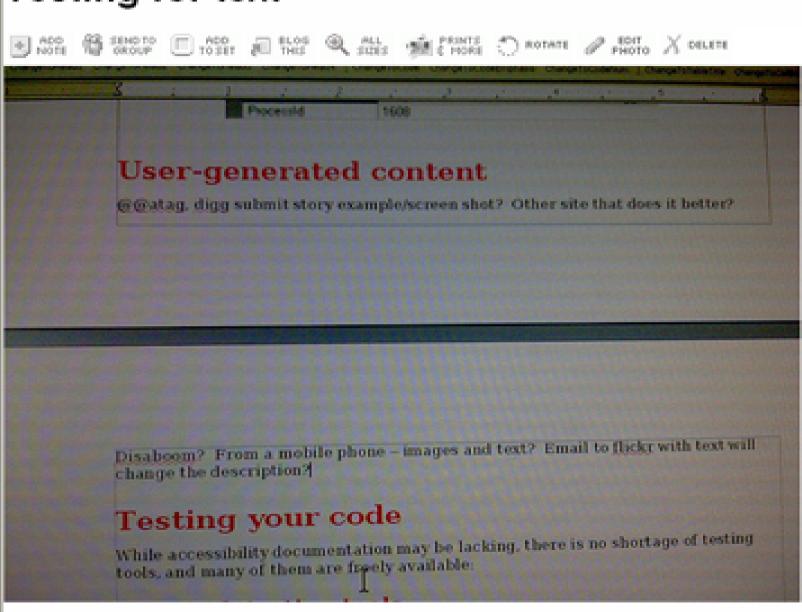
#### Content generators please:

- Prompt for accessibility information.
- Generate accessible code.
- Provide accessible interfaces.

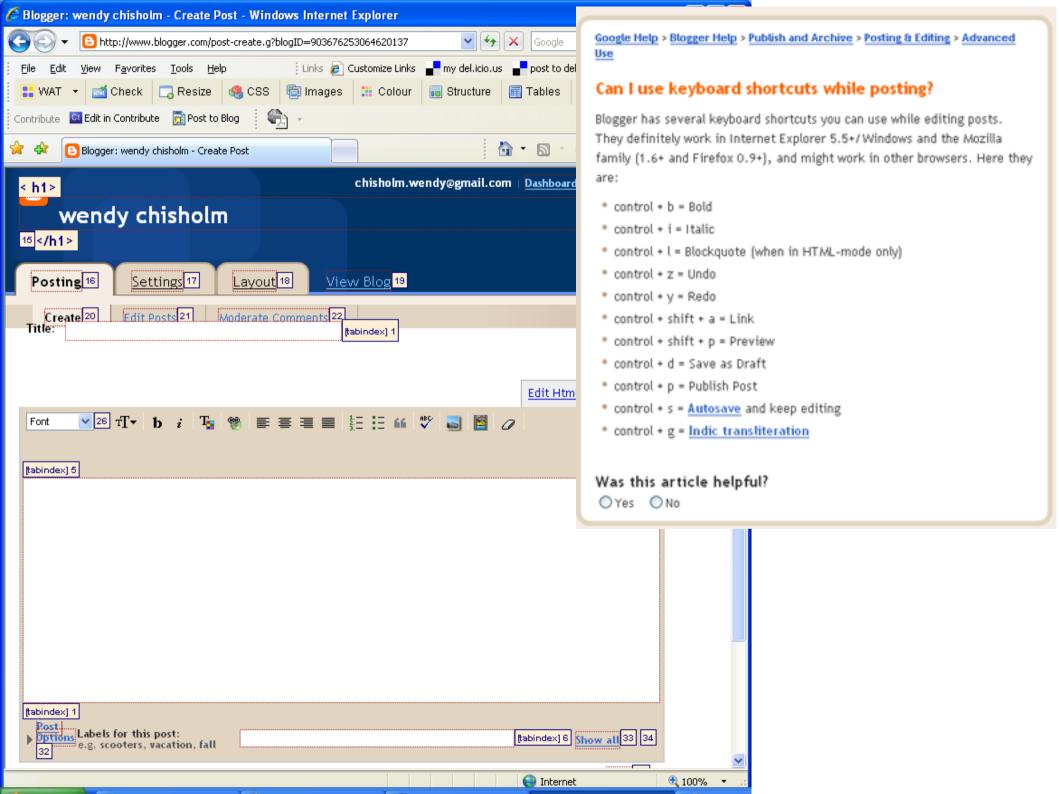
#### Examples

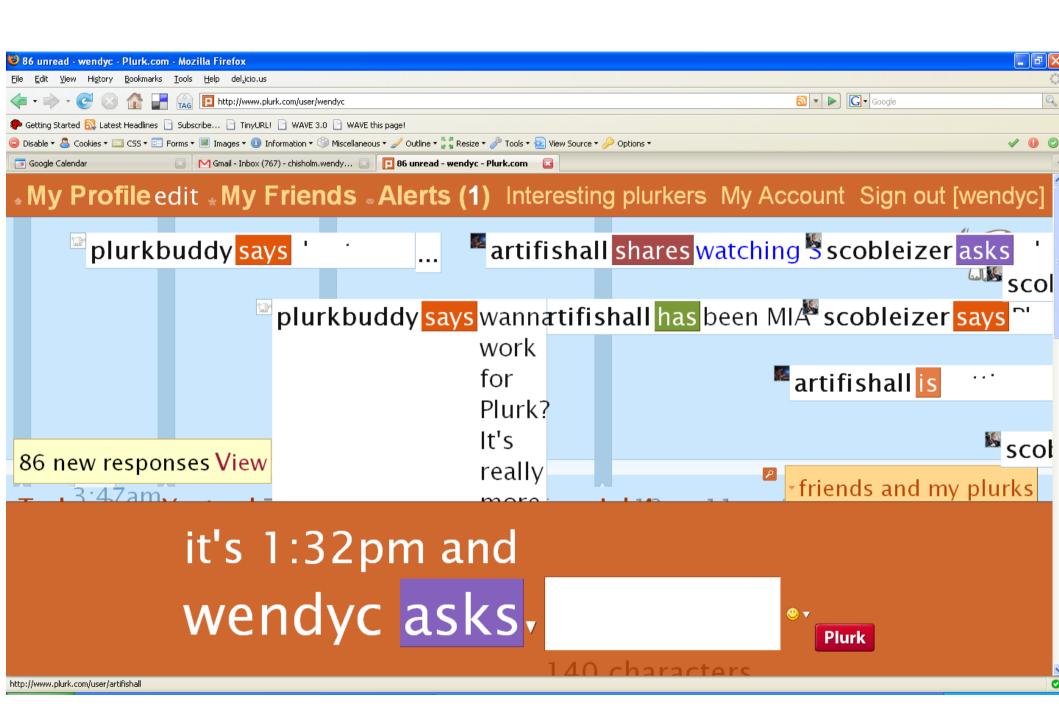
- Flickr
- Blogger
- Plurk

#### Testing for text



Will this text show as description?





## Mobile: Sharing the Love

- 40px finger == larger targets, scanning
- Small screen == magnification, structure
- Low contrast == usable w/out color
- Mouseless == s/onhover/onclick

#### Conclusions

- Question your assumptions.
- APIs express semantics & structure.
- UIs I/O semantics & structure.
- W3C. ATAG. WCAG. MWBP.
- Innovate. Change the world.



# Thank you!

## Questions?