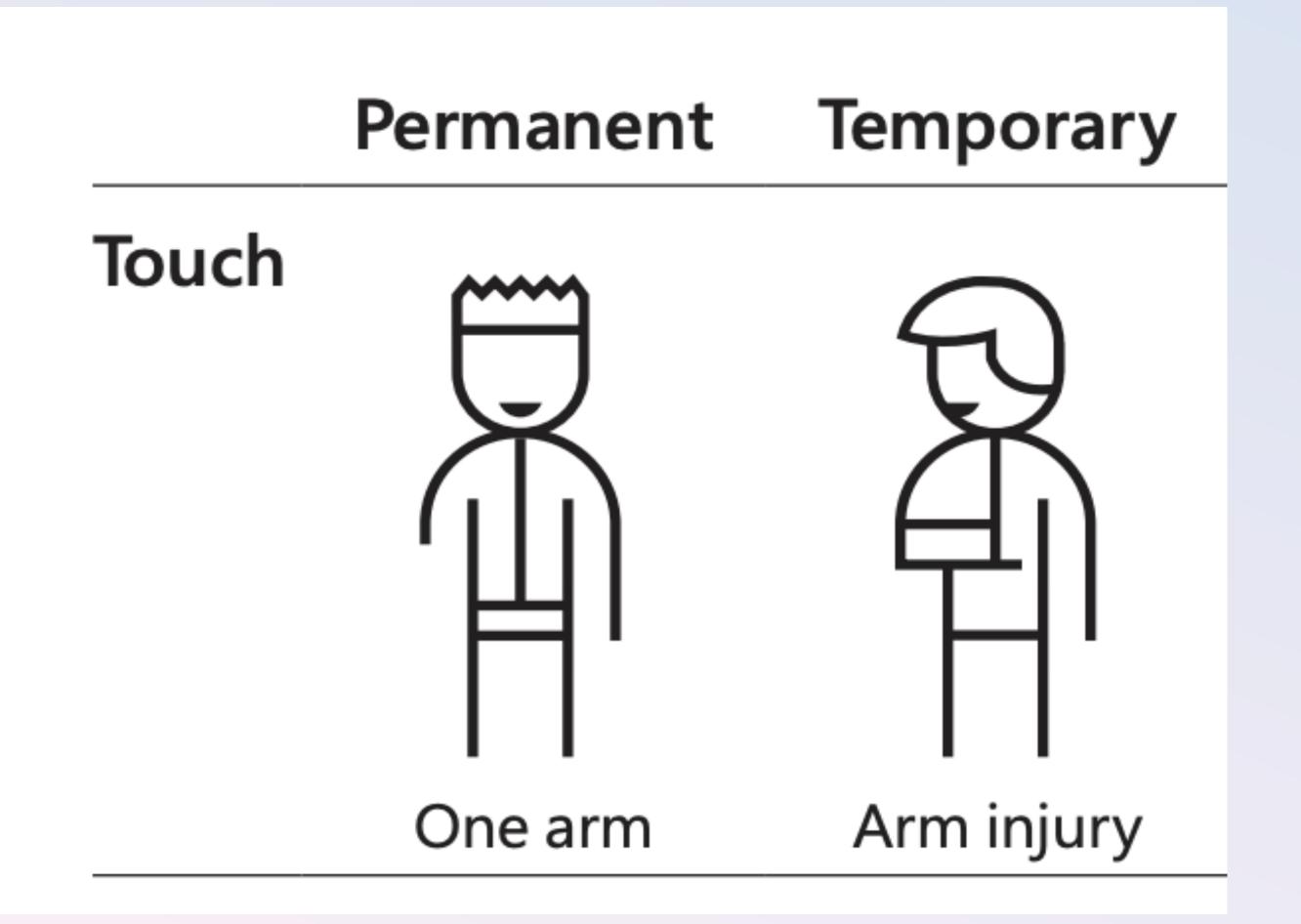
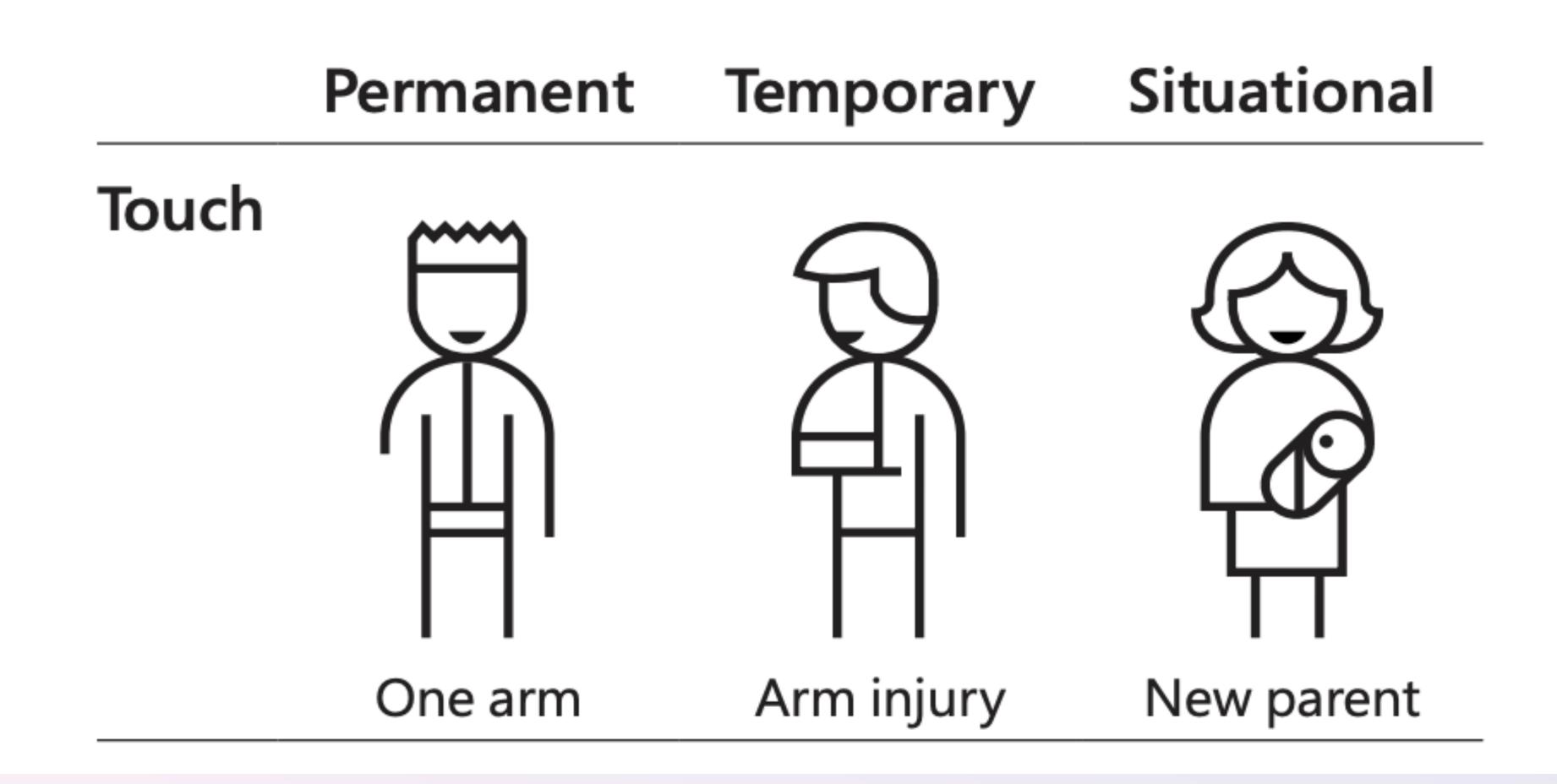
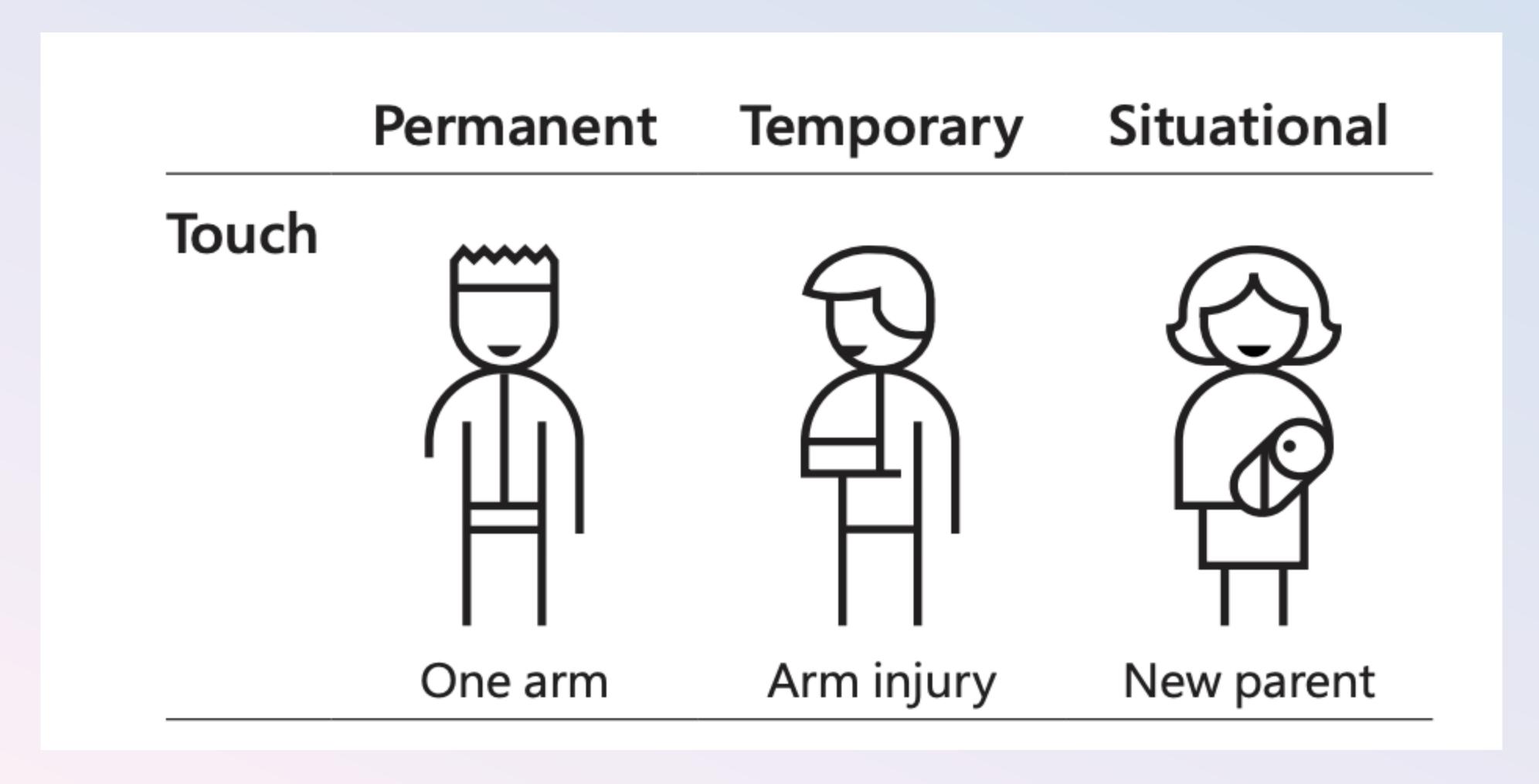
Chapter 1, Episode 3: Situational impairments, aging, and inclusive design

Permanent Touch One arm





We all experience situational impairment in our daily lives. Accessibility benefits everyone!

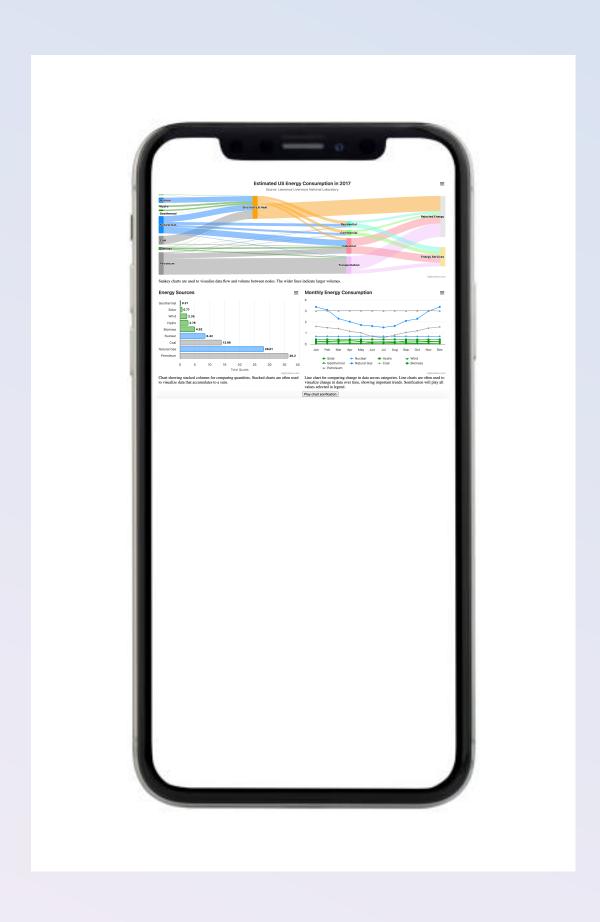


"Design for One, Extend to All"

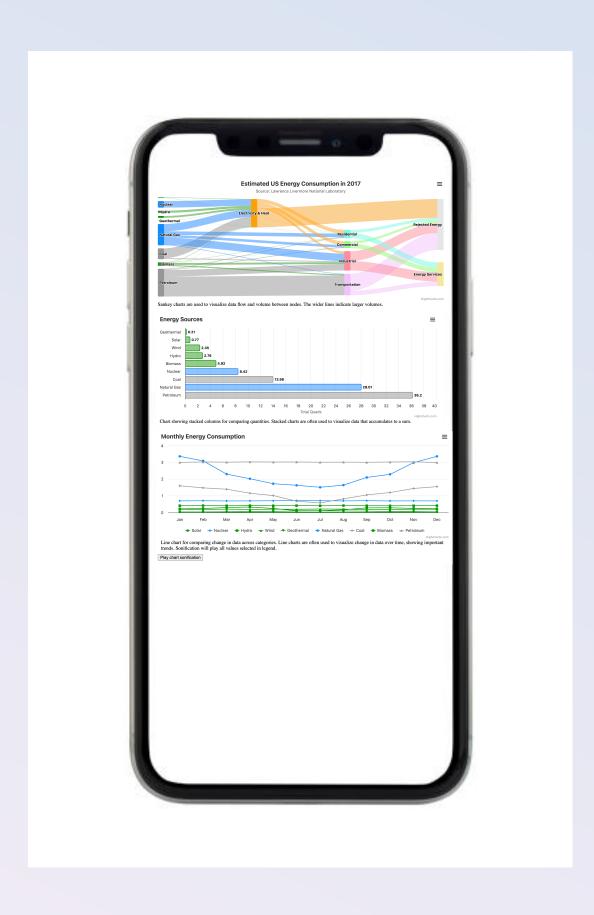
Permanent Situational **Temporary Touch** Arm injury One arm New parent See Blind Distracted driver Cataract Hear Ear infection Deaf Bartender Speak Non-verbal Laryngitis Heavy accent

Microsoft's Inclusive Design 101 Toolkit: https://download.microsoft.com/download/b/0/d/b0d4bf87-09ce-4417-8f28-d60703d672ed/inclusive_toolkit_manual_final.pdf

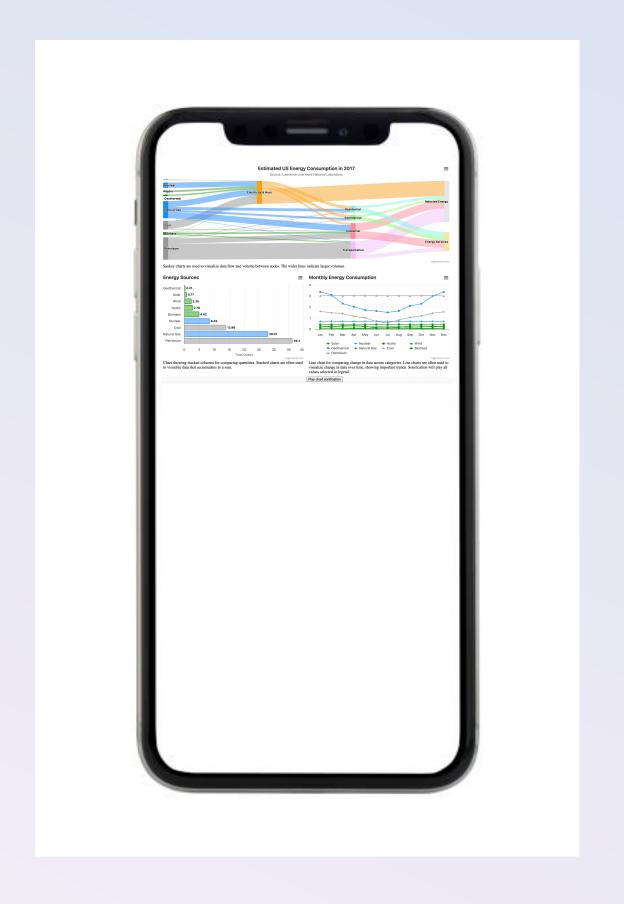
Check out this cool dashboard I made!

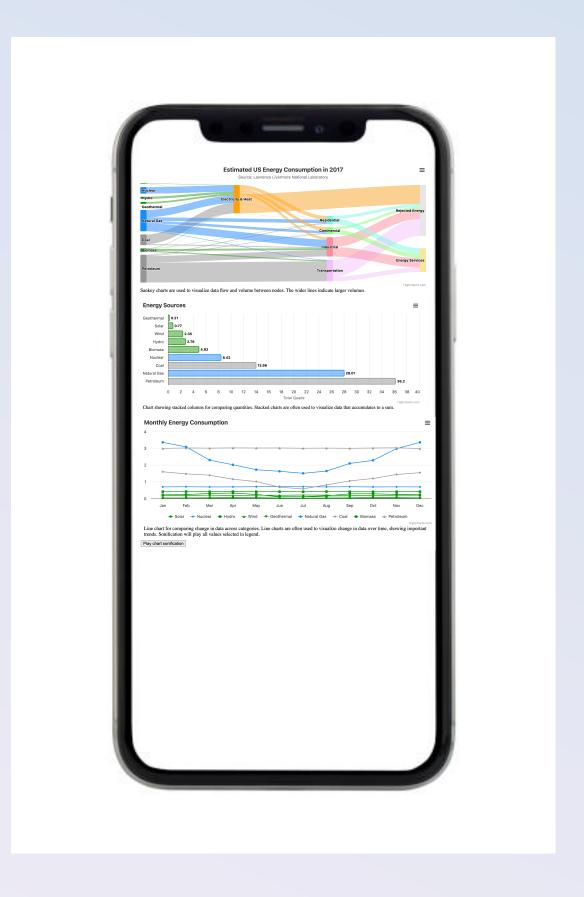


Oh, is it a layout problem?

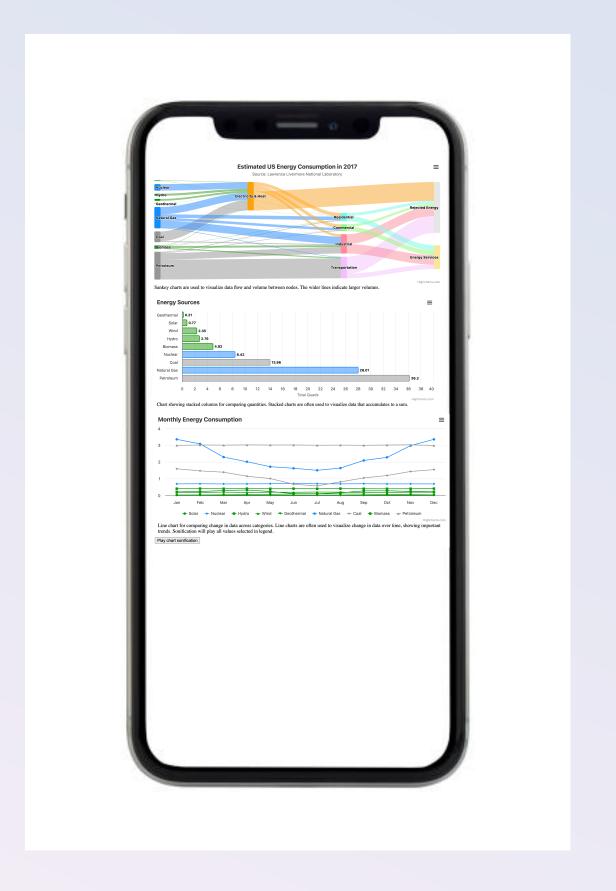


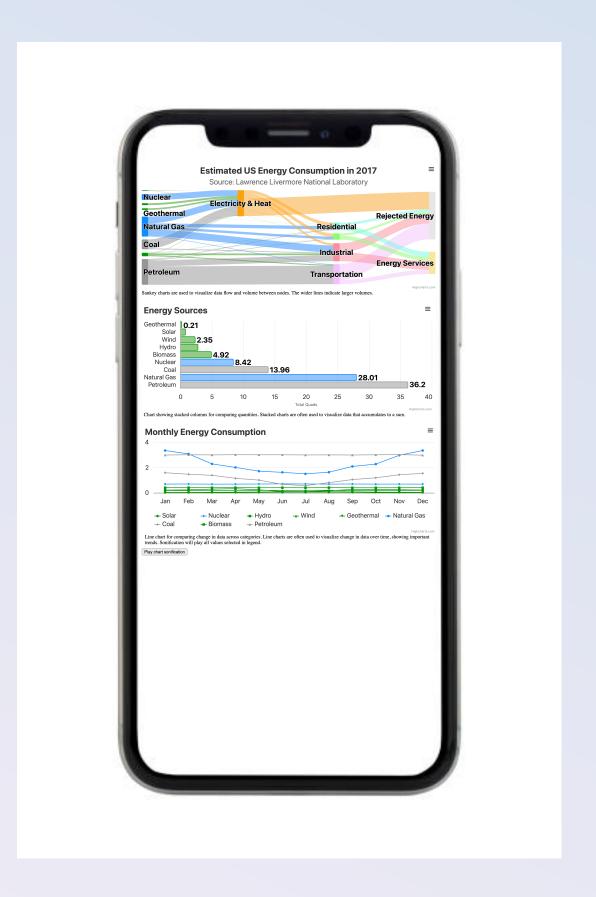
An obvious improvement!



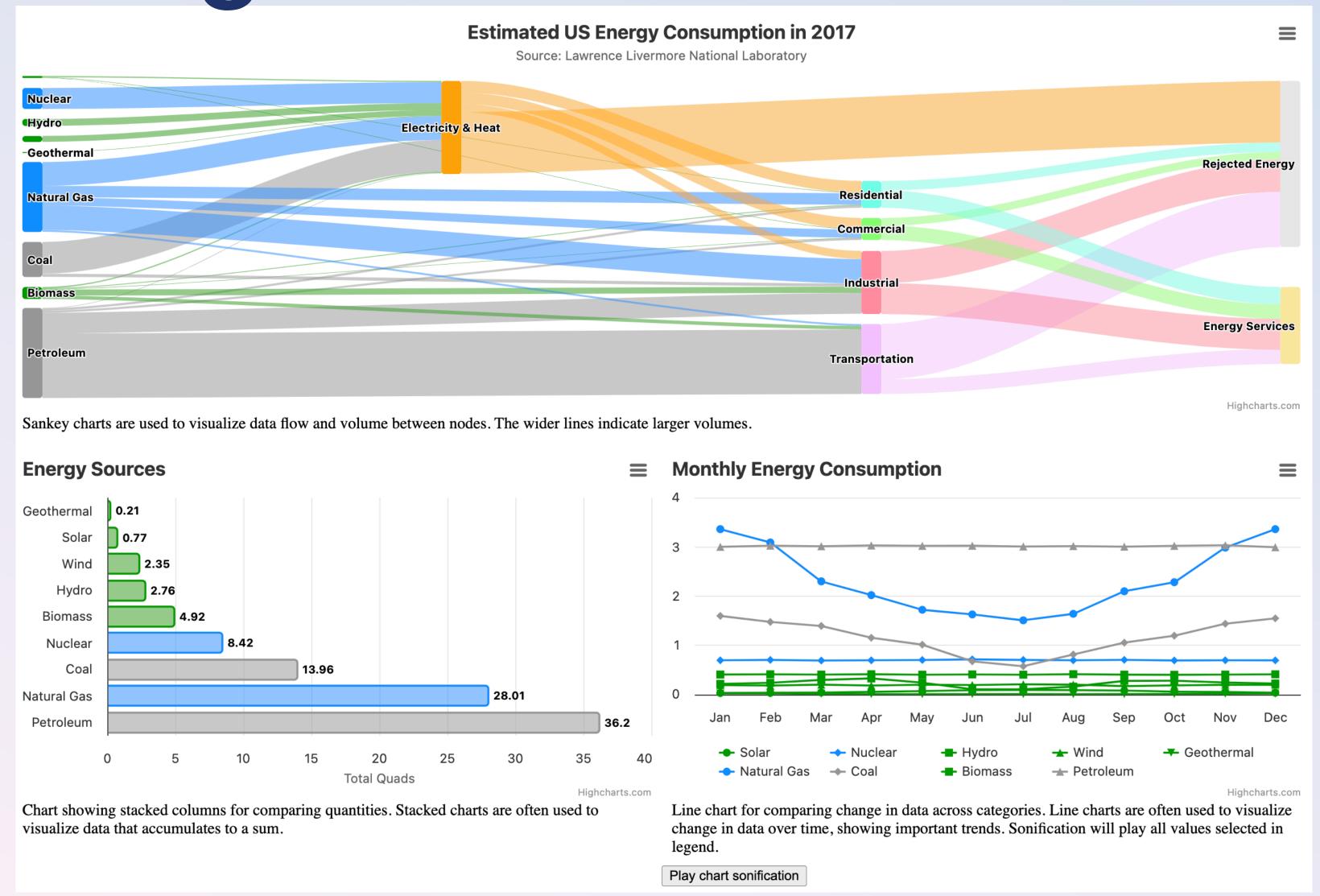


Maybe font size?

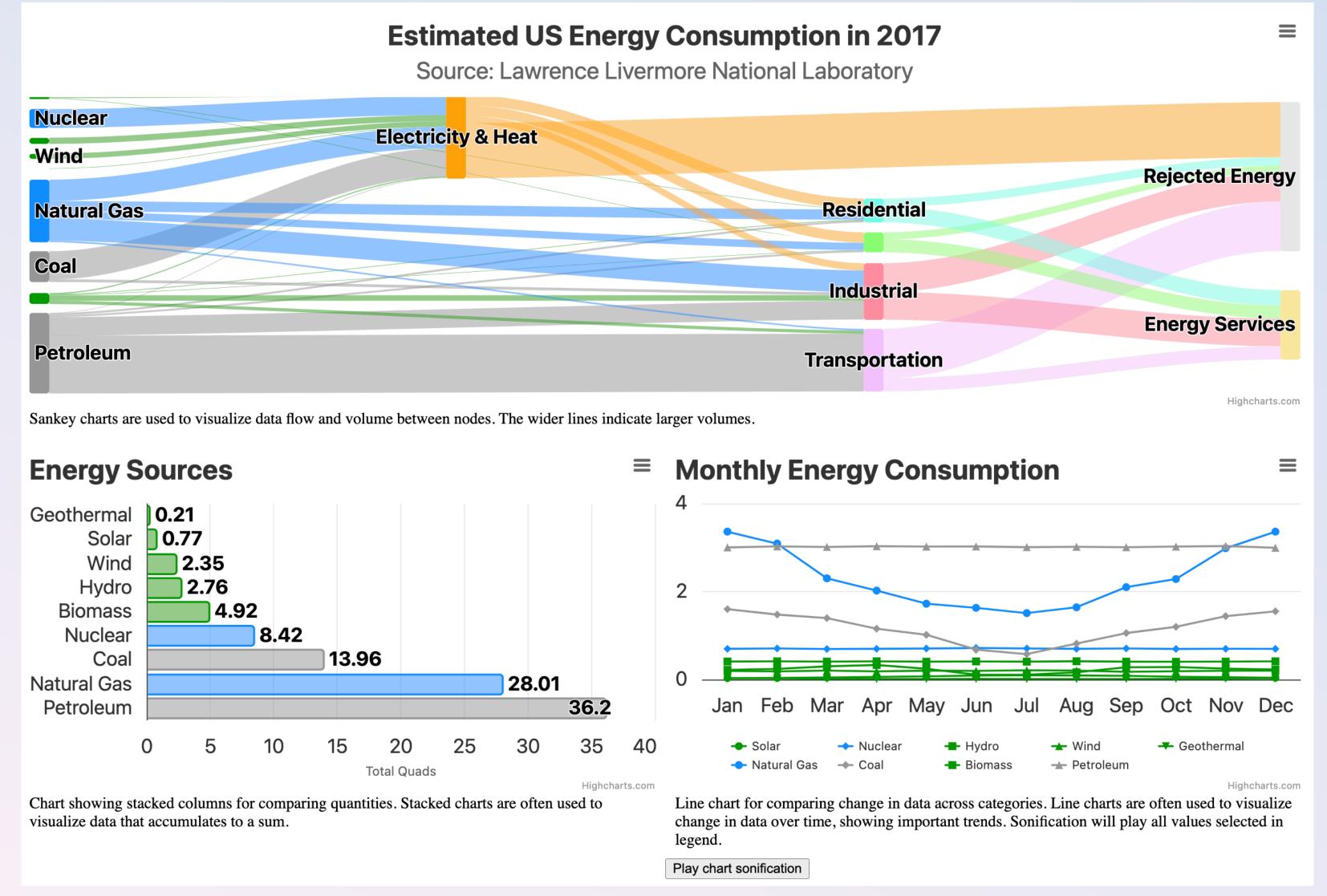




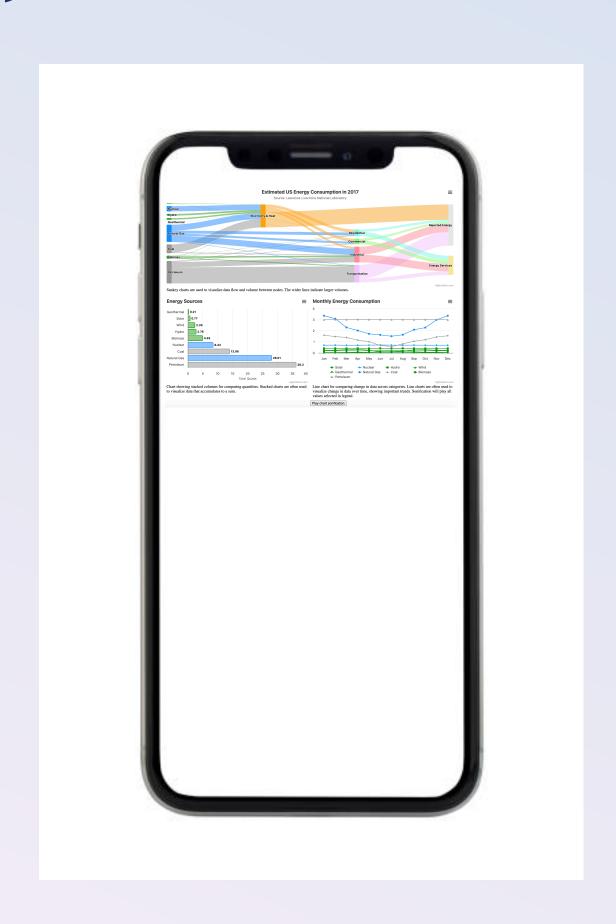
Ah, wrong device!



A more presentation-ready dashboard?

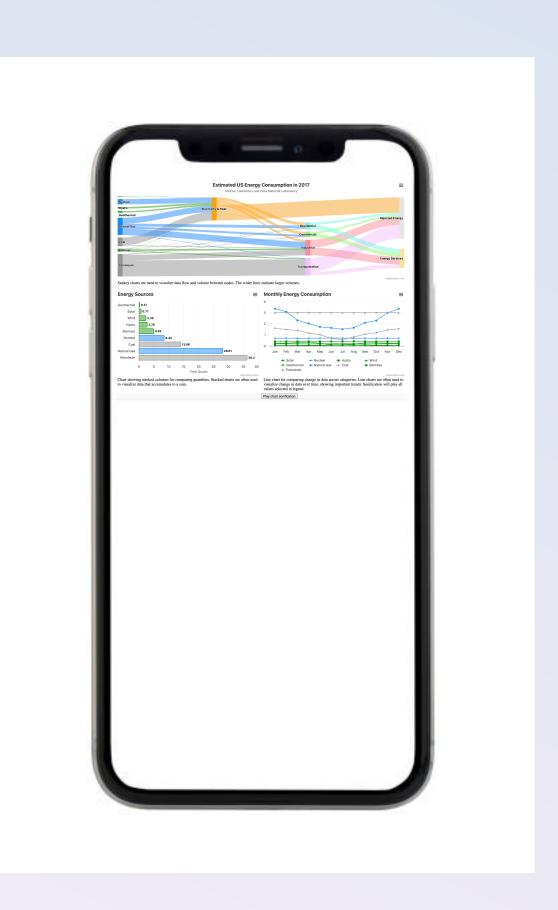


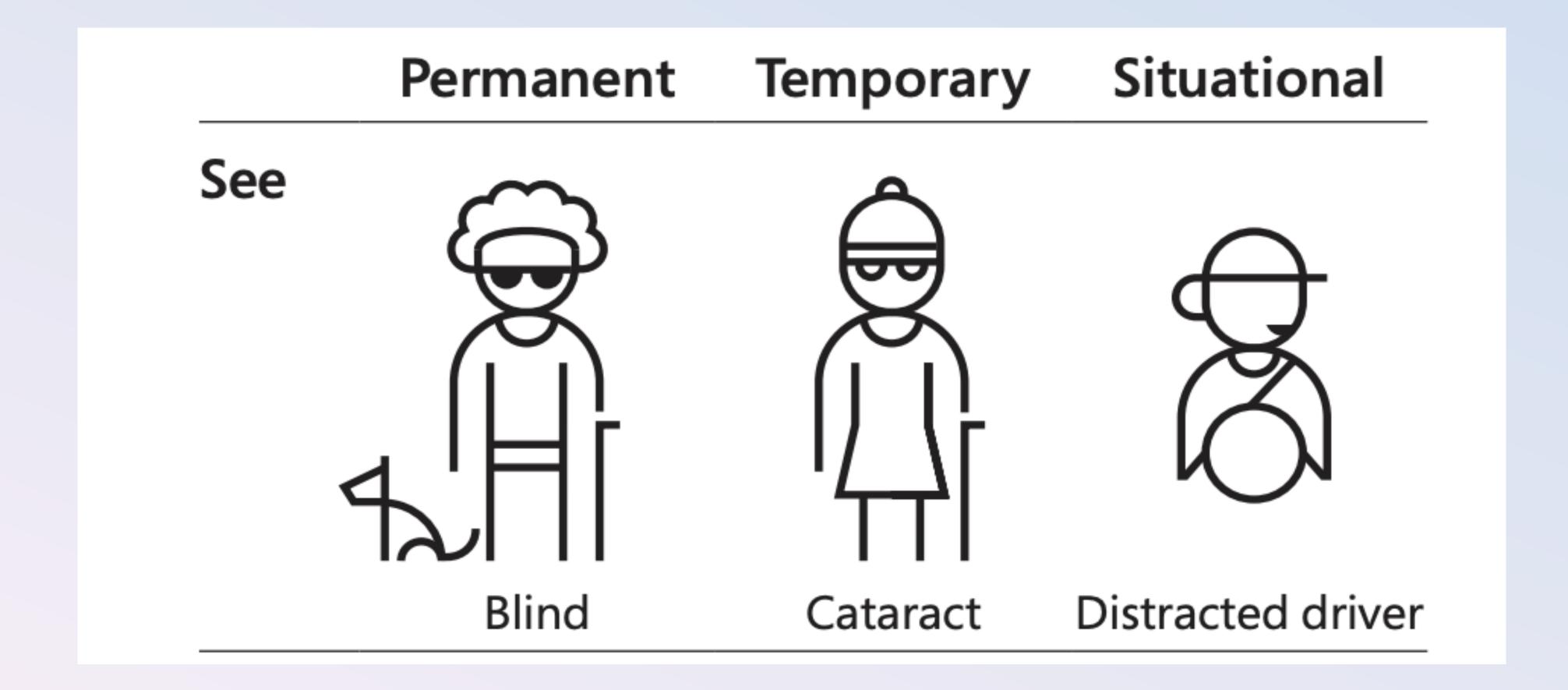
Situational barriers: inaccessibility due to external context, environment, or conditions



Situational barriers: inaccessibility due to external context, environment, or conditions

(This design and this device are both barriers if I want to give a good presentation)





Poor design can create situational barriers

