

# A Case Study for Universal Design in the Internet of Things

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#### What is universal design?



#### Two aspects



#### 1. A process



#### 2. A result



#### Guidelines are not enough...

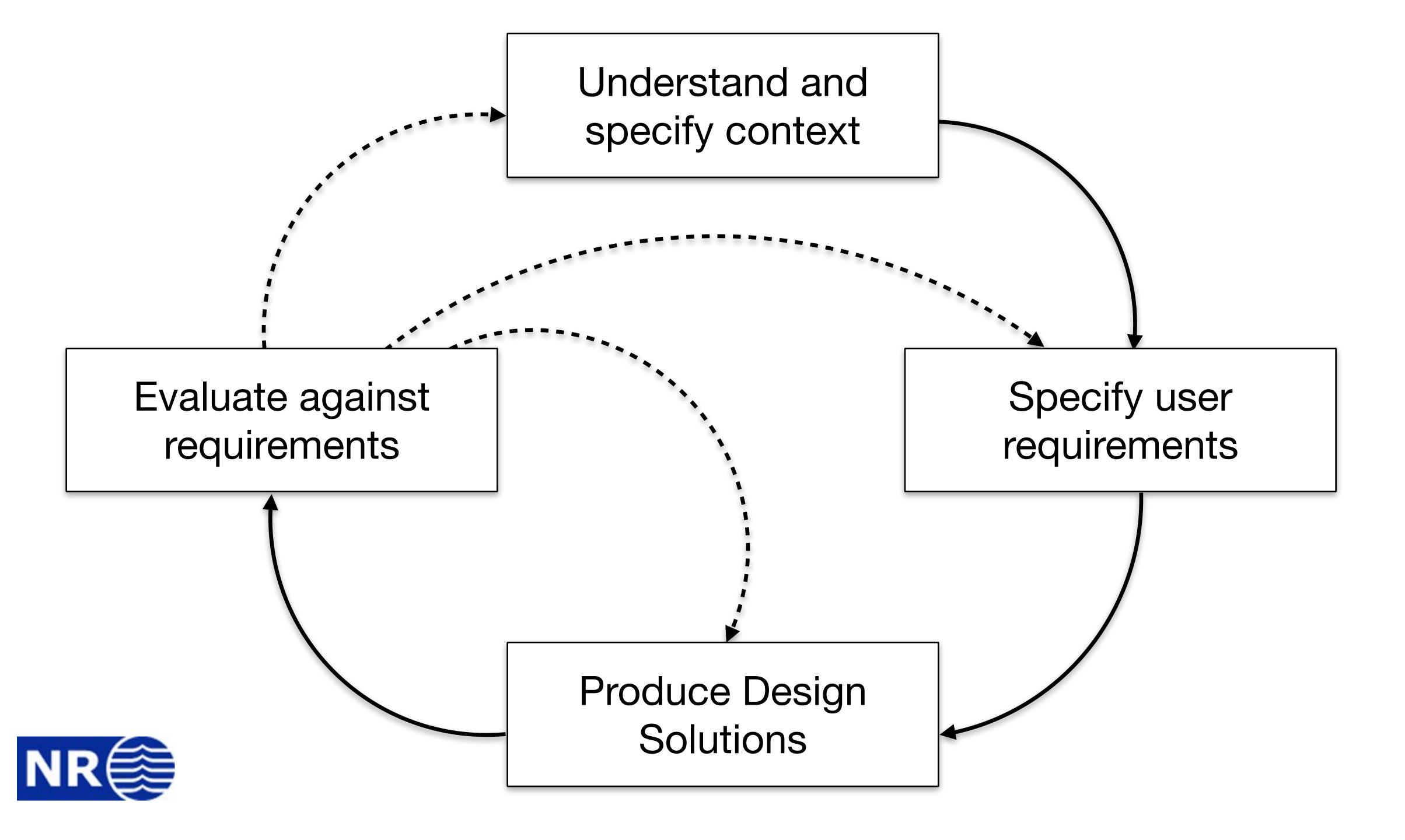


#### What is user-centered design?



#### ISO 9241-210:2010





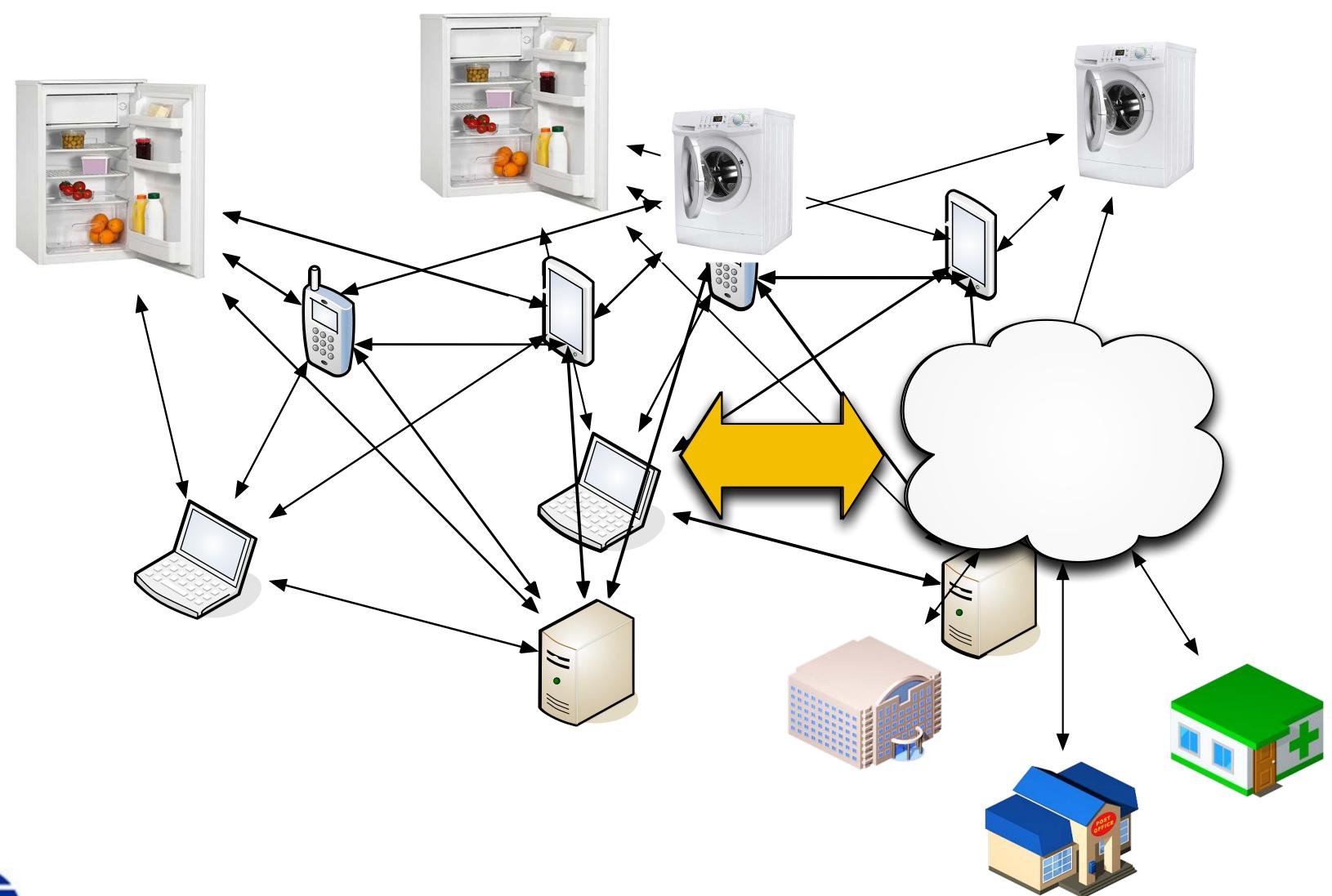
### Mapping universal design onto usercentered design



#### The Case









#### Needed to build our own prototypes



### Prototypes must work for people with disabilities





#### Help from organizations





### Mapping universal design onto usercentered design









#### Understand and specify the context



#### Specify user requirements



#### Skeleton 2

Man (50-60), Clerk, Family Wants a system which is easy to use and needs no Is easily frustrated by technology Ask friends (home) or technician (work) for help - do

technical knowledge

Is unsure if the system tells him the truth- (trust) Afraid of what happen if system does not work

'I just want to print - how hard can it be' Office:

Visitor key card for meeting partners (Access to Wants to know where his boss is - do I disturb him if I meeting room, printer and office kitchen) hanks but I normally select and call him now?



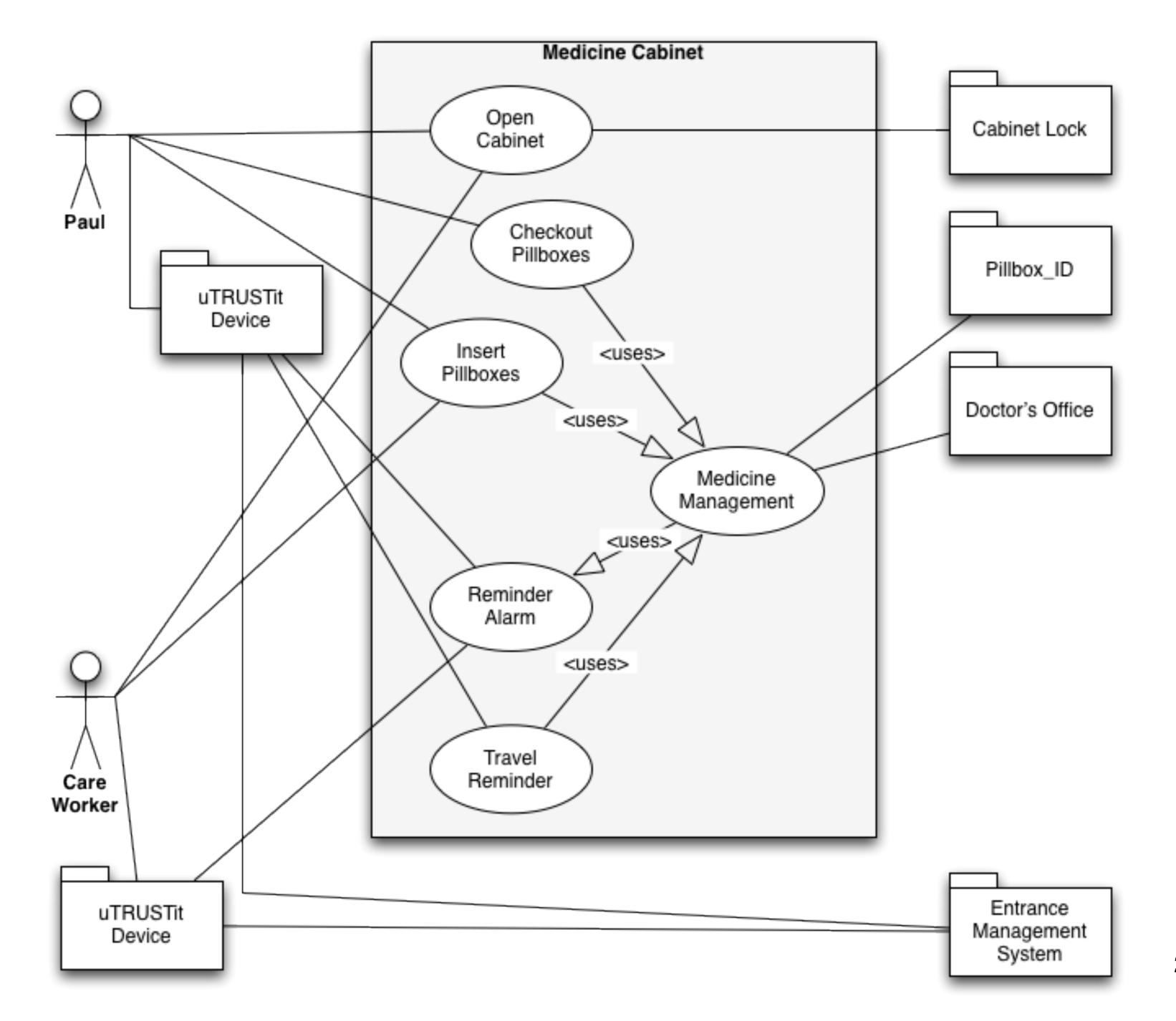








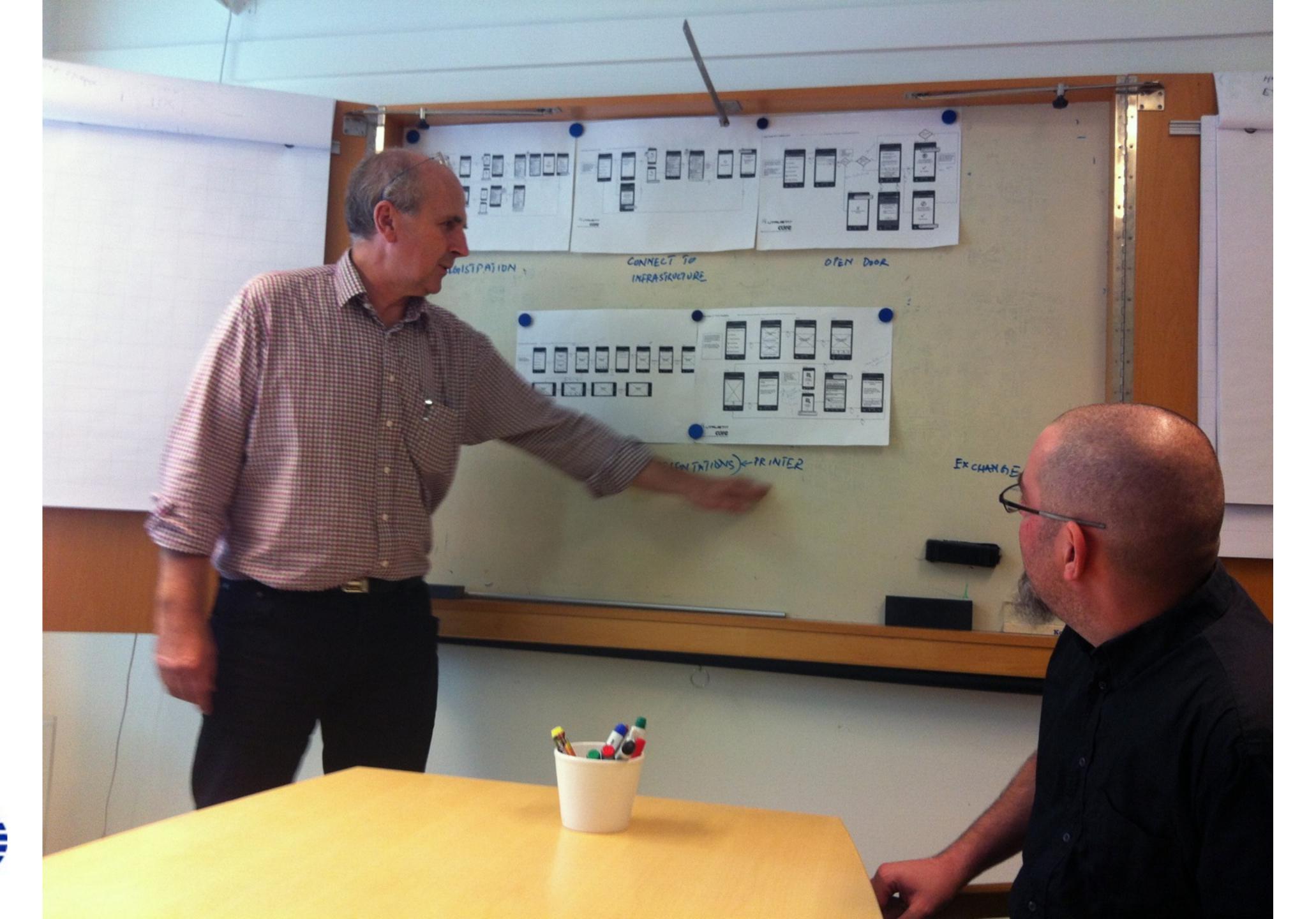






#### Produce Design Solutions













#### Evaluate against requirements













#### Findings



### Possible to see where UD was needed at each step...



### Accessibility Champion works

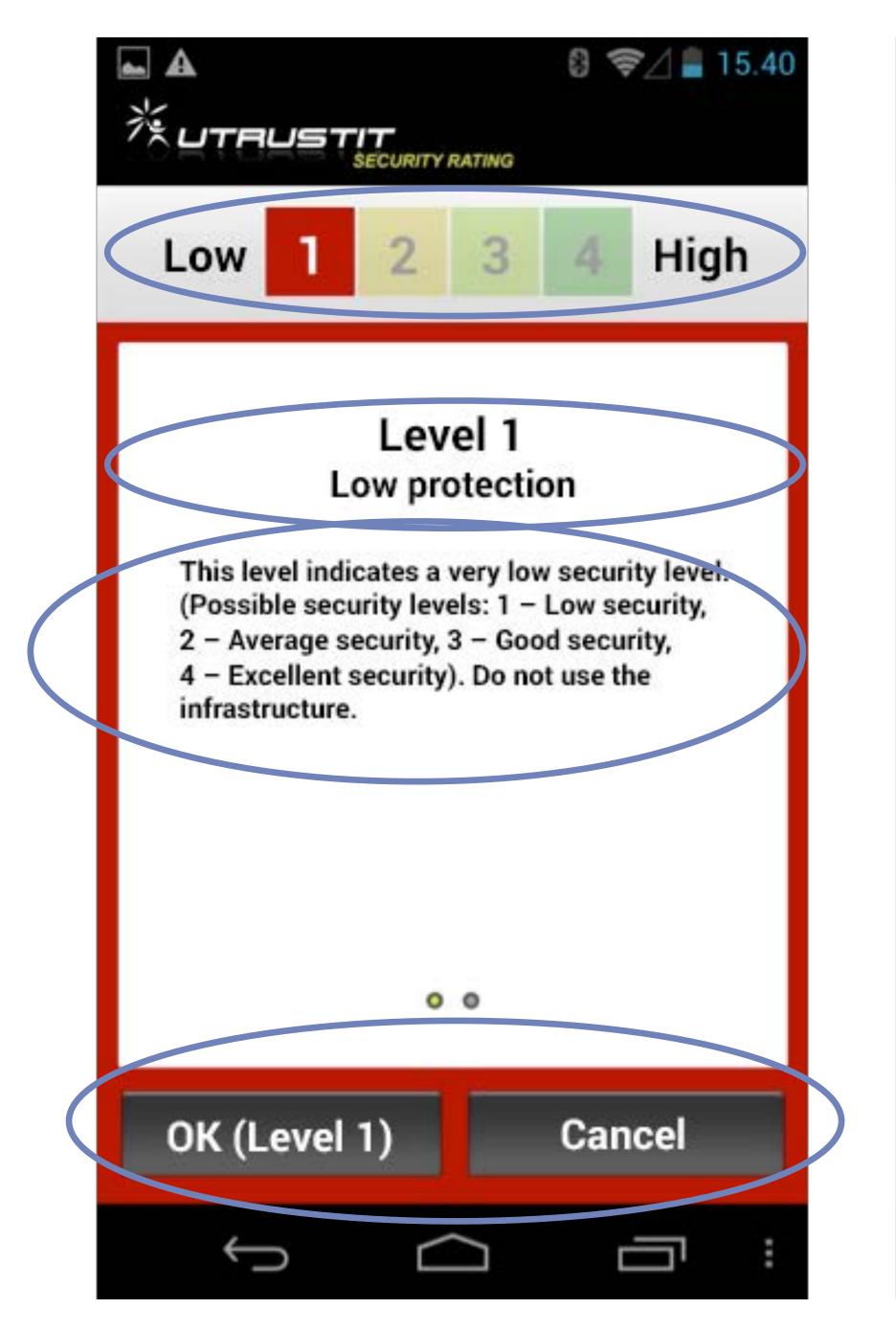


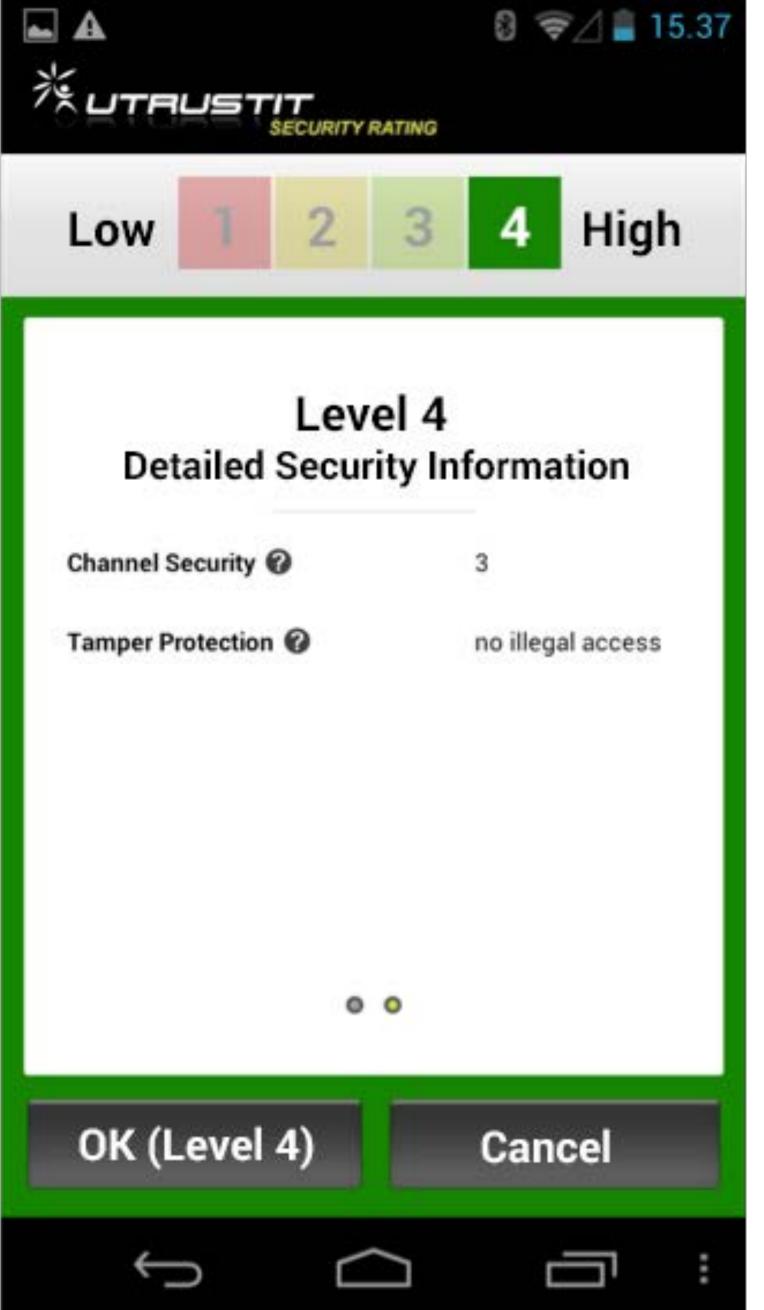




#### How accessible were the prototypes?









#### What could we have done differently?



#### Include more users...



#### There are different levels of impairment



### Be careful when finalizing requirements...



### Including UD from the beginning makes it part of regular project work...



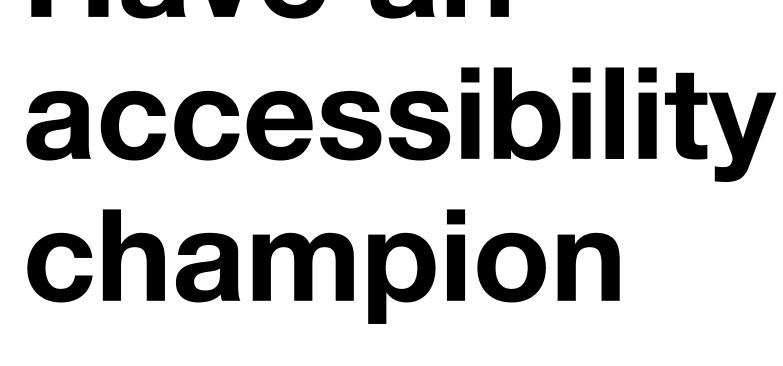
#### Recommendations



## Determine level of user involvement when defining the project



# Have an





### Be aware of the complexity of assistive technology



## Perform user evaluations including people with disabilities

