# **Assistive Technologies All Around Us**

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# Do you live your life completely without assistive technology?



## Do you use an assistive technology?

 Some assistive technologies might not be recognized as such.







## Quiz: Who uses assistive technology?

- A. People who use screen readers
- B. People who wear hearing aids
- C. People who wear glasses or contact lenses
- D. All the above



#### **Voice-Activated Assistants**

- Help control smart devices
- Set reminders
- Get information
- Purchase products
- Real-time updates
- Control media playback
- Integrate with other devices





#### **Smartphones**

- Voice-to-text
- Screen readers
- Gesture navigation
- Magnification
- Customizable display settings
- Assistive touch
- Hearing aid compatibility
- Closed-captioning
- Speech recognition





## **Wearable Technology**

- Fall detection
- Emergency SOS
- Health monitoring
- Voice control
- Haptic feedback
- Customizable watch faces
- Noise alerts
- Accessibility shortcuts





## **Ergonomic Keyboards and Mice**

- Reduced strain
- Alternative typing methods
- Adjustable angles
- Contoured mice
- Customizable buttons
- Reduced key travel
- Ambidextrous design





# What are some other examples?

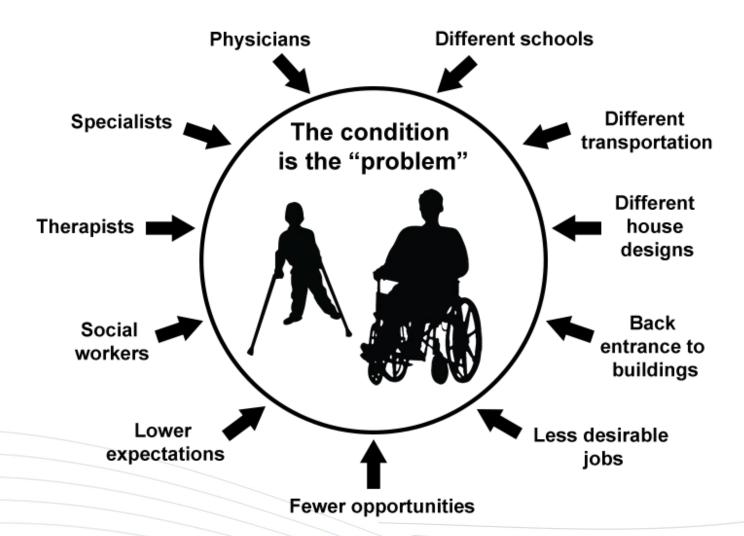


# **Definitions and Perceptions Matter**

Assumptions Impact the Lives of People with Disabilities



#### **The Medical Model**





#### **Strength of the Medical Model**

- Recognizes physical conditions
- Guides medical treatments
- Informs government assistance
- Provides clarity



#### **Weaknesses of the Medical Model**

- Overlooks environmental factors
- Stigmatizes individuals
- Excludes some needs
- Adds bureaucracy



#### **The Social Model**





## **Strengths of the Social Model**

- Reduces stigma
- Promotes inclusivity
- Encourages creative design
- Benefits everyone



#### **Weaknesses of the Social Model**

- Downplays physical reality
- Ignores personal identify
- Limits open discussion



#### **The Functional Solutions Model**





## **Strengths of the Functional Model**

- Focuses on practical benefits
- Real-world approach
- Emphasizes innovation
- Builds accessible environments



#### **Weaknesses of the Functional Model**

- Innovative but limited
- Missed opportunities
- Social solutions matter
- Risk of irrelevance



#### **The Economic Model**





#### Strengths of the Economic Model

- Acknowledges work impact
- Highlights importance



#### **Weaknesses of the Economic Model**

- Creates stigma
- Emphasizes dependency
- Excludes some people



# The Charity (or Tragedy) Model





## **Strengths of the Charity Model**

- Can build empathy
- Encourages genuine help



## **Weaknesses of the Charity Model**

- Creates unequal relationships
- Can hinder progress



## **Something to Think About**

"All my life I have sought to understand the universe and find answers [...] I have been very lucky that my disability has not been a serious handicap. Indeed, it has probably given me more time than most people to pursue the quest for knowledge."

Stephen Hawking





# **Assistive Technologies Don't Solve Everything**

People who create digital environments and resources must create them with accessibility in mind.



#### **True or False?**

 There are many forms of disabilities that are not obvious to an observer.



## **Main Categories of Disabilities**

- Blindness
- Low vision
- Color blindness
- Deafblindness
- Auditory
- Mobility, body structure
- Cognitive/intellectual
- Dyslexia/reading

- Math Disabilities
- Speech/Language
- Psychological/Psychiatric
  - Anxiety
  - Mood disorders
  - Schizophrenia
  - And many others
- Multiple/Complex



# Designing for the Autistic Spectrum

#### Do

- use simple colours
- write in plain English
- use simple sentences and bullets
- make buttons descriptive for example, Attach files
- build simple and consistent layouts

#### Don't

- use bright contrasting colours
- use figures of speech and idioms
- create a wall of text
- make buttons vague and unpredictable for example, Click here
- build complex and cluttered layouts

#### Do...





use bright contrasting colours

Don't...



write in plain language Do this

use figures of speech and idioms



use simple sentences and bullets



create a wall



make buttons descriptive



make buttons vague and unpredictable



build simple and consistent layouts



build complex and cluttered layouts



# **Designing for Dsylexia**

#### Do

- use images and diagrams to support text
- align text to the left and keep a consistent layout
- consider producing materials in other formats (for example, audio and video)
- keep content short, clear and simple
- let users change the contrast between background and text

#### Don't

- use large blocks of heavy text
- underline words, use italics or write capitals
- force users to remember things from previous pages - give reminders and prompts
- rely on accurate spelling use autocorrect or provide suggestions
- put too much information in one place

#### Do...

diagrams to

support text

use images and



underline words, use italics or write in capitals

use large blocks of

heavy text

Don't...



align text to the left and keep a consistent layout



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



keep content short, clear and simple



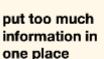
let users change the contrast between background and text



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



rely on accurate spelling - use autocorrect or provide suggestions





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# **Designing for Anxiety**

#### Do

- Give users enough time to complete an action
- Explain what will happen after completing a service
- Make important information clear
- Give users the support they need to complete a service
- Let users check their answers before they submit them

#### Don't

- Rush users or set impractical time limits
- Leave users confused about next steps or timeframes
- Leave users uncertain about the consequents of their actions
- Make support or help hard to access
- Leave users questioning what answers they gave

#### Do...

give users enough time to complete an action



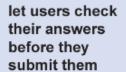
explain what will happen after completing a service



make important information clear



give users the support they need to complete a service





## Don't...

rush users or set impractical time limits



leave users confused about next steps or timeframes



leave users uncertain about the consequences of their actions



make support or help hard to access



leave users questioning what answers they gave





## **Closing Summary**

- Assistive Technologies: Many use assistive technologies unknowingly. They help but don't solve every challenge.
- Impact of Perceptions: Perceptions and assumptions shape the lives of people with disabilities.
- **Hidden Disabilities**: Many disabilities are unseen. Recognizing and accommodating for these is crucial.
- Ongoing Efforts: Continuous effort and awareness ensure full and equal participation for everyone.





# **Coming Next Month: Exploring Assistive Technology Solutions (Live Demo)**

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## 2024 Assistive Technology Expo: Oct. 3

- Hosted by: NCDHHS Assistive Technology Program
- Date: Oct. 3, 2024
- Time: 8:45am 5pm
- Location: McKimmon Conference and Training Center, Raleigh

More info: cutt.ly/ATExpo2024



# NORTH CAROLINA DEPARTMENT OF INFORMATION TECHNOLOGY