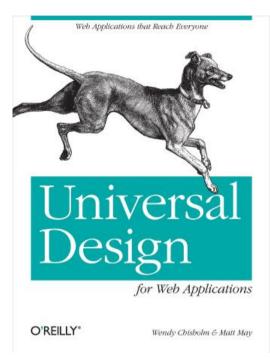


Matt May

Matt May is Adobe's head of inclusive design. His work includes integrating more equitable design practices across every aspect of the Adobe user experience, training and mentoring the Adobe Design team, and advocating principles of accessibility and inclusive design to the public at large. He lives in Seattle. Along with co-author Wendy Chisholm, Matt wrote Universal Design for Web Applications (O'Reilly, 2008), one of the first treatments of UD in the context of the web.

Building and Rebuilding

Matt May



I worked on authoring tool accessibility guidelines and user agent

accessibility guidelines. I was on the web content accessibility guidelines working group. This culminated in a book that I wrote with Wendy Chisholm in 2008 called Universal Design for Web Applications. This was one of the early attempts on the tech side to take this idea of universal design,

as expounded by Ron Mace in the 80s, and apply it to a non-physical object because we have some advantages to work with. We can change things around on the fly. We can offer people different experiences in the same space provided that we're not marginalizing or ghettoizing one population versus others. We have a great deal of opportunity to build the world that we want when we're doing it in the digital space and we're not limited by pouring concrete.



Nothing tells me you haven't done your homework on inclusive design like highlighting the Robson Square stramp as a best practice.

It looks neat! Very #design. But as my friend and colleague Nicolas Steenhout has detailed, it's actively dangerous to people with mobility disabilities in a number of ways. https://lnkd.in/gw2U9cU highlighting something like this as "good design" does not constitute an inclusive design mindset.

Pushing back on efforts to retrofit public spaces like this because of their "architectural significance" is not consistent with inclusive design.

Responding to problematic designs like this with more equitable ones, and making sure this design isn't replicated reflexively, is a part of what an inclusive designer does.

(Side note: this was designed and built before built environment accessibility policies were popularized. We know better now. That's why we should be doing better.) #accessibility#Inclusive Design up.

PART OF A WHOLE

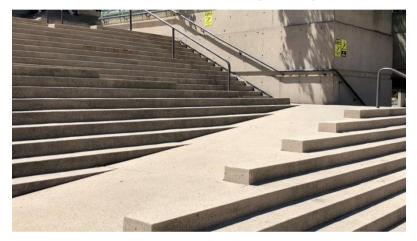
About Archives Contact

My name is Nicolas Steenhout. I speak, train, and consult about inclusion, accessibility and disability Listen to the ALLY Rules podcast. And become a patron on Patreon

THE PROBLEMS WITH RAMPS BLENDED INTO STAIRS
The idea of blending ramps and stairs together appears, on the
surface, to be a great approach to universal design. It provides for
visually appealing stairs while including a ramp. But the

implementation of that idea leaves a lot to be desired from an accessibility and safety point of view.

A recent discussion on Twitter brought back the idea of beautiful inclusive design. Eric Wright suggested ramps blended into stairs and gave a link to a page listing 8 such designs. "@robert sinclair I'm sucker for ramps blended into stairs: a http://t.co/mvuz51N4Vp I especially like Robson Square in Vancouver Eric Wright (@ewaccess) March 6. 2014



There are warning signs talking about the tripping hazard that exists in the design of this "Stramp". Lack of handrails along the slopes can be hazardous for people wheeling or walking with canes, walkers, or who have vestibular issues that could cause them to lose their balance while going up or down these steep slopes. This is not safe for blind or low vision people going up or down these slopes. No handrails, no color contrast, and no tactile information exists that would provide them warnings and safety.



Disability advocates found this design unsafe and were not included in the design phase of planning so they could share their ideas.



British Columbia

Province won't change Robson Square steps despite accessibility complaints

 $\ensuremath{\mathsf{B.C.}}$ government says the ramp should be considered 'ornamental' and won't change its design

Jesse Johnston · CBC News · Posted: Aug 30, 2019 4:00 AM PT | Last Updated: August 30, 2019



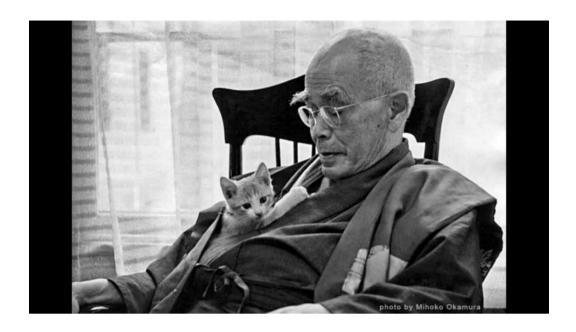


The Americans with Disabilities Act was signed into law in 1990.



Long before the ADA was passed, in 1977 people with disabilities 'sat in" the Federal Building in San Francisco for 21 days, protesting for the right to have access to public buildings, spaces, transportation, education, and anything that was created or built with federal funding. They were calling for implementation of regulations for the Rehabilitation Act of 1973, which was the first piece of antidiscrimination law that offered protection for people with disabilities in federally funded programs and projects. They put their lives on the line for the right to be integrated in our full society, which meant that design of spaces, places, products (and later, digital access) had to change to become universal so they could be included.





To point at the moon, a finger is needed; but woe to those who take the finger for the moon.

D.T. Suzuki, Essay in Zen Buddhism

W3 WCAG 2.1 Web Content Accessibility Guidlines





The ability to change font size on computers, phones, televisions, etc. makes it so much easier for people to read and be included. It was an early accommodation for deaf and hard of hearing people as well as people with low vision, but is useful to all of us! Complaince:

" design that considers the full range of human deiversity with respect to ability, language, culture, gender, age and other forms of human differences."

Inclusive Design Research Centre, OCAD University.

We can't boil Good design down to a Single set of rules

We as designers cannot solve collective problems on our own. We need to know more about everyone.

What makes us feel good is not necessarily good design We have to follow lived experience wherever it leads us



There isn't a process by which a good design will always come out. It's always fundamentally subjective and the only way that we get to where that's understandable, is by actually talking to a broad set of users and taking all of their concerns into account.

The people that have the most to give, in terms of information, are the people who have the greatest obstacles to the status quo. Inclusive design looks to the most marginalized people as having that information and by listening to them very closely you can get an idea. We as designers can't solve these collective problems on our own. We need to be able to say that we don't know. We have to stop thinking thatshowing that we don't know anything makes us vulnerable, or makes us not a good designer.

The research aspect of this has become one of the greatest priorities in the work that we are doing at Adobe. And it's because we have to break a lot of the conventional wisdom and stereotyping of what constitutes disability and who it is that wants to be using our products. By reaching out to people -- that's how we get to that destination, because we need to know more about everyone.



Adobe Products for Inclusive Design





