Design for All

A Publication of Design For All Institute of India

HUMANITEAM
design & healthcare

As guest editor

CHAIRMAN'S DESK
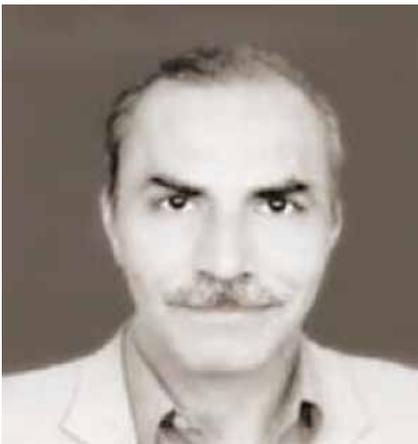
Dr. Sunil Bhatia

Man's biggest achievement that made him supreme over all living beings was art of management of fire. No other living beings till toady ever attempted to overpower as man did with fire. Why did man think to conquer the fire and rest even failed to face the challenges of its consequences? Was primitive person aware about far reaching consequences of fire? Does man enjoy more freedom than other living beings was the reason of taming of fire up to some degree?   Man was not color blind and could distinguish the red hot where animals were color blind and could not distinct red but could experience heat. Man is born with traits of identifying color as well sense the heat that made him to explore two possibility of application of fire one as light and other as heat. Do animals fear with electric street lights in the city or where people are still dependent on oil lamp or other means of light? I believe animals are unable to see in night so they prefer to stay where ever they are before sun set so electric bulbs or other source of light do not scare them as fire does. Fire was existing before the birth of man and there is hypothesis that initially earth was ball of fire and it took million years to come to present state that that could be fit for habitat. It means fire was known to everyone and presence of it was very much in nature in the form of lightening, volcanoes and even geyser were indicating the same. Man has learnt the art of fire management to use it for benefits for humanity was a conscious efforts or accident, but it has become integral part of human life. The more we explore the fire it turns out more mysterious. Animals or plants or other living beings were aware about effects of fire that could engulf their existence but felt helpless and all designs were to save their lives and that was focus on fleeing and those who could not run they could not

manage to survive. Plants are helpless because they are stationary and there is no mechanism for escaping and they are always victim. Man also took advantages of their helplessness and turned jungles into agriculture land by using fire. Even they killed the running away animals by using fire. Fire was used as tools for food collecting also. They learnt to use smoke for collecting honey store for future foods by bees to keep them away from attack. Chasing game such as bison or other large animals into traps has been a standard of stone-age life and they used to dig huge pits where they fell and unable to come out. This was easiest way to kill large animals. With the discovery of fire their technique improved and they created fear among large animals by fire and allowed them to run as far as possible and once felled out of physical exhaustion they killed for food. Once the mega-fauna were gone, the same process was done in miniature to chase large numbers of grasshoppers to their deaths in a fire pit in the center of the burned field. All animals were helpless in facing fire and man took advantage for his benefits. Roasting of vegetables or bird hens or cocks added new dimension in our cooking of food. In modern time, we Indians enjoy harvest festivals where community people sit around bonfire and sheaves of green gram or wheat plants freshly uprooted from the field are roasted and relish eating the roasted seed by removing the cover. How the idea of management of fire had come to the minds of our ancestors? Was the fear of their lives or wish to live longer driving force for management of fire or others living beings could be easily victim? Were failure made primitive people to understand the avoidance and it made human mind sharper than other living beings? Other animals look for avoidance of danger but nothing is in their sight that could protect or their minds were not able to use the available materials around them unlike humans. I have noticed dogs or other animals wade into high current of water and washed away where human will experimented with available material around for avoiding dangers or wait till problems subsided in natural course.

Human journey of fire management is interesting and how did achieve mastery over fire for his benefits is topic that needs our attention for further exploration. Man in early period of life understood that to keep fire burning it needs air and smoke can choke flames and with the help of trial and error he understood that dry branches of tree caught fire easily as compared to green branches. Wet or anything that has content of water is difficult for catching fire. They learnt the art of controlling the spreading of fire by using water and even to control jungle fire where water proved ineffective they created deliberate fire on

that one is inbuilt character of heat and another is light. It is beauty of primitive person mind that they used fire as light and for heating that made the human progress that no other living beings ever can achieve in future. They were aware that light could be visible from the distance and as we burnt something light is inbuilt character that spread in all direction and visible from far distance. Modern person succeeding in suppressing the movement of light in all direction and allow to move in uni-direction and we call monochromatic or LASER that has character of travelling to longer distance and has heat that are used for medical surgery and industrial applications. They realized intensity of heat was experienced as we move closer to fire. They concluded that fire should be low, ventilated properly for air and placed anywhere for light and need not close to human body. It is primitive knowledge and shaped into scientific theory by Einstein by E=mc2 where E is energy and C is speed of light and m is mass. Heat moves slower and associated with flames where light does not need flames for traveling and a momentary spark is sufficient. Art of management was designed in two pronged manner where ever heat was required we designed to control the light and where light we tried to design with minimum energy consumption. All the fire chambers are enclosed and to manage proper air and to vent smoke we leave some place and for intake of air we designed accordingly. They understood smoke is hot that turns to light weight and it moves upward, so opening should be at the top and to enhance the intensity air should go from bottom to upward in fire place. Some were designing how to use affectively the heat properties for progress of mankind that led them to designed kiln for optimizing the heat as well design the utensils that helped in cooking faster. Fire heat killed the bacteria in animal food and it was affecting adversely the health of man and by cooking in fire it minimizes the possibility of its presence and that helped in longevity of man. Other side to meet the challenges of dark or to counter the fear of attack of wild animals and to keep them away they designed application of fire. Later on the modern military equipments are designed to attack the enemies has central idea of fire.

Man's need was to use the same fire for light and heat should be at minimum level and light should be at optimum. They designed many technique but basic and core idea was same till today. Even in designing, Davis lamp to LED light we are relying on the same principle. For many millennia, lighting relied on managing the combustion of fuels. Wood was the first fuel used for lighting. Later, wood treated with pitch was burned in bowls or made the small cup with roti dough or clay for

other side to create smoke envelope for blocking air for further combustion. Dry grass catches fire very quickly and dies quickly and we define as tinder. It lights easily and is used to meet the need of enduring fire. They were not aware that air contains oxygen that is required for burning and smoke contains carbon dioxide that should be avoided. This is consistent with preliminary findings that the fire burnt grasses, brush, and leaves. Such fuel would not produce hotter flames. It is anything that can be lit fire with a friction of stroke of stones that produces sparks and it was the first product they might have noticed. In present time it happens where fall of rolling stone generates spark of fire and nearby dry grass catches fire and it turns to inferno for jungle fire. They were hairy person and near the fire they might have found their hairs were singed and there was no burning sensation. They looked for imitation of the same and little decent natural tinder was found as barks and grasses. To keep burning for long duration they might have realized grass is not enough. It can be used only for ignition that helps in quick fire and did not warm for lasting fire. Small dry branches catch fire and stay burning longer than grass made them to think for next phase. They also understood that thickness and length of the dry branch for keep fire burning was crucial and realized catching fire in thick log took longer time and it was difficult task. Then they used dry grass at the time of ignition for quick fire and used small thin dry log that could catch fire but it could not last so they kept thick logs over these logs so that it could catch for longer time. That management to expand from spark to complete fire was real development and laid the foundation of civilizations. People used to gather around fire to save their lives from wild animals. This management of fire led us to discover coal and petroleum .We still use same technique of fire of log to fire coal , we placed fast burning but easily inflammable tinder like grasses or paper or kerosene or half burned wooden coal. Kindler are placed as smaller pieces of coal stone and top layer is with bigger coal stone as fuel for high heat as well for longer duration. Man understood the art of managing fire and it was completely under his control. Next phase was natural progress of designing various applications.

Numerous applications were developed and we continue to do so in modern times but some are astonishing and amazed that reflects primitive wisdom. When I look at the design of candle or clay oil lamp for lighting it amazed me and it narrates the history of progress of the mankind. Fire camp was stationary and their search for dynamic, easily transportable but safe mechanizing to avoid any eventualities of fire led the design for torch, oil lamp and candle. Fire has dual property

holding animal fat or oil and by placing vertical porous small dry wooden piece as wick. That was the first attempt that made the light portable and transportable. My mother still uses the cup of dough for holding oil and placing vertical match stick as wick for lighting as oil lamp for religious function. Is it not primitive practice passed from one generation to another in the name of rituals or religious practices? As knowledge improved porous wooden piece was replaced with cotton as wick. Petroleum was existing and accidentally man found and later on declared it as burning water. Later on paraffin out of petroleum was used for candle design in place of honey's bee wax.

How did the idea of candle come in the mind of primitive people? What was the initial design of candle and what observations led them to think for candle? Wooden log has fibers which are protected by tightly surrounded wood allow the fiber to burn gradually. It also simultaneously burns the surrounded wood and it is core observation that made them to understand longevity of burning fire. The same thought came to the mind of man when they tried to produce the artificial light like designing clay oil lamp or candle. It is human beautiful efforts and it was passion that improved the design of light. They might have noticed that plants produce some glue or resin that is inflammable that delays the burning of branch or once it catches fire allows to burn gradually. It might be possible they imitated the bone where bone marrow was allowing bone to burn gradually and they did with wooden hollow piece by filling resins. They might have observed resin could be wrapping around the tinder provided better result of delaying fire . That observation was ideal for concept to design the light producing equipment. They might have wrapped that plant resin around tinder or small dry branch for gradual burning. Later on animal bone marrow that becomes hard once it is dry led them to wrap around the log but results were not effective as with plant resins. That failure might have allowed using the animal fat and extraction of oil from the seeds as burning source. They replaced fiber of wood with cotton wicks and to make thinner they twisted and dipped in oil or animal fat but one end is placed open to air for burning. They were with absence of scientific theories but mind were scientific. How the idea of using oil has struck in their minds is mystery and modern people are making hypothesis. Successive technical refinements have led to many modern descendants whose origin in the simple clay container might be hard to guess. Some have been driven by the need to adapt to new fuels, such as charcoal, oil, electricity and microwaves. Always the motive had been to improve the design, to make a device for managing fire that was cheaper, more robust, more

convenient, and more capable of meeting new demands. An oil lamp is an object used to produce light continuously for a period of time using an oil-based fuel source. Most modern lamps have been replaced with gas based or petroleum fuels to operate when emergency non-electric light is required. It is very difficult to say when and where the first oil lamp was used. But it is progressed from burning of animal fat to natural oil extracted from seeds. This is partly because it is difficult to draw a line detailing when the primitive forms of creating a continuous source of light from fire can be termed a lamp. The early lamps were made of naturally occurring objects, coconuts, sea shells, egg shells and hollow stones. Some believe that the first proper lamps were carved from stones. Some believe fire torch was the foundation for light. Carrying touch or placing in one place produces heat and high warm flames were accident prone. To avoid fire accidents they might think to miniaturize to lamp that can be easily transportable and much safer. Real revolution came when they found the bees wax has property of burning and it was better substitute for animal fat. Cotton wick was in practice and wax turned to solid when heat is away. That observation helped them wick should be wrapped under melted wax and allow it to cool down for turning into solid gave the design of candle. As wick catches fire by human efforts a flame generates and bottom area is not that warm as tip of the flame that heat first melt the wax around wick then it burns cotton tip that delay the burning of wick made of linen or cotton due to presence of wax and it light for longer duration compared to burning simple wick without wax. If we carefully observed the burning of candle we found the burning flame turns the closer wax into liquid and top of the candle shape as clay pot containing oil for burning.

This special issue is truly reflecting the enthusiasm of young group and their bubbling energy to prove some contribution in concept of Universal Design that led them to come to India. I salute their energy and urge to prove their contribution. Ms Claire from Humanistic allows other group members to participate in equal level for this special issue. Our role was simply as facilitator and provide them international platform and allow them to express what they feel about this concept. It is social movement and a small group should be recognized by others is our moral bindings. With regards

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GUEST EDITOR

HUMANITEAM
design & healthcare

EDITO-

It is a great honor for our team to be guest editor of this newsletter of Design for All Institute of India.
We first met the concept of Design for All by working on a project for a paralympic sport association.
We didn't have the slightest idea of what it meant. Thank to the Carreau du Temple and Paris City Hall, we had the opportunity to attend a conference in Japan on Design for All.
After the conference in Tokyo International Exchange Center, we were enthusiastic ! The concept of Design for All summarized all the values we believe in: equality, diversity, accessibility, social responsibility, and autonomy for all. But it raised many issues.

We thus needed to make an inquiry.
For finding answers, we met and interviewed institutional actors for accessibility, impaired persons, members of associations; designers specialized in products for challenged people. Each of them has taught us something and we are grateful to all.

We want to expose in this newsletter how the issues raised by Design for All helped us to legitimate our intuitions, to find and define our methods and research process.
So we will follow a simple guideline: the questions we have asked ourselves after that first conference in Tokyo.

Who is "All" in Design for All?
Where does the concept work?
What do Design for All products look like?

This process has led Humaniteam to define a precise design brief that we will expose as a conclusion.

PLAN-

Nov. 2014
Tokyo International Exchange Center
Thank to the Carreau du Temple and Paris City Hall, we are travelling to Japan to attend a conference on Design for All. Meeting Dr. Yukio Ota, President, Sign Center/Councilor, IAUD (Japan); Dr. Robert Nichols, an American architect working for hearing-impaired persons (Washington, USA); Dr. Kazi Nasir, Bengali architect of Department of Architecture, Ministry of Housing and Public Works (Bangladesh); Silvio Sagramola, Director of Centre Info-Handicap, the National Disability Information and Meeting Centre in Luxembourg

Dec. 2014
Paris, Centre des Invalides
Meeting Stéphane Denoyelle, fencing teacher at CSINI (Sport Center of National Institution of Les Invalides), committed for disabled athletes.

Jan. 2015
Luxembourg
Interviewing Silvio Sagramola.

Feb. 2015
Paris
Meeting Jenny Perault, a young visually impaired woman. She is seeking an employment.

Mar. 2015
Paris
Meeting Philippe BROUANT, director of the group of associations Alliance Espérance, ESAT Regain Paris, specialized in working with people with psychic disorders.

Apr. 2015
New Delhi
Meeting Dr. Sunil Batia, director of the Delhi Institute of Design for All; Pr. Lalit Das, director of the National Institute of Design ; Bupinder Singh, Marketing Director of Arunim; Dr. Neha Saigal, Domain technical coordinator at Handicap International; Smt. Aruna Dalmia, chairperson of the association Akshay Pratishthan.

May. 2015
Paris
We design our process and our working principles precisely. Humaniteam is a grown-up structure.

WHO ?

Collaborative conception

Accessibility

Relationship

Inclusive design

Users
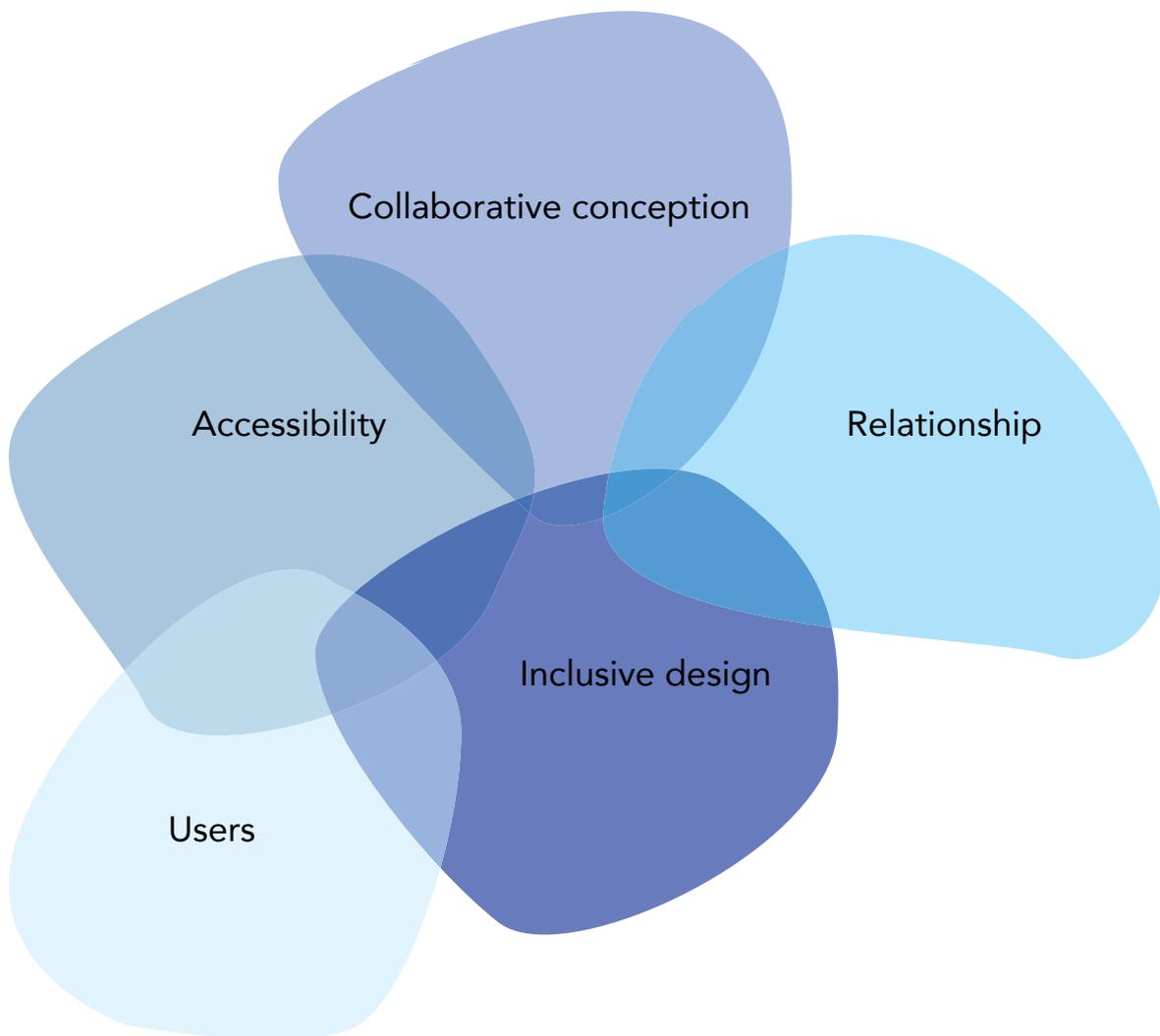
THE AMBI-TION OF DESIGN FOR ALL

is great and very impressive. Accessibility for all persons is urgent and is a right for each human being, no matter of his impairment or capabilities.

Without equality, no diversity may be promoted and granted, although diversity is a main aspect of living humankind.

Design for All means we need to take into account users as experts, as it is a human centered design. That also means that every stakeholder is to be taken into account in a project.

Each project is thus designed in collaboration with a specific group of stakeholders, considering their specific needs and culture.
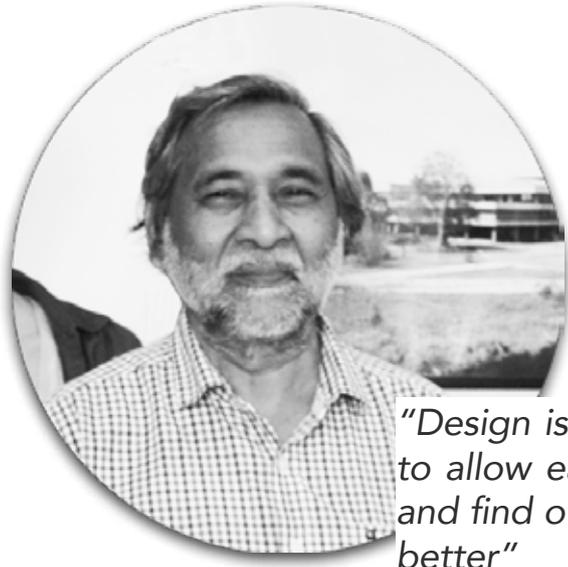
"Design is about building relationship. It is also a way to allow easy life for people. We have a duty to seek and find out what relationship can make life easier and better"

Pr. Lalit Das
Indian Institute of Technology Delhi

"People are more and more aware of the importance of Design for All : mothers with baby-carriers, aging people, for instance. Design for All implies many issues, because it aims at accessibility for everyone. Buildings and equipment should be designed and thought considering that."

**Silvio Sagramola
Director of Info Handicap Center Luxembourg**

IS EVERY- ONE CHALLENGED?

Everyone is or will face challenge at least once: day-to-day accidents, life crisis, aging, disability, illness, using a baby carriage… All these activities or hazards may happen to everyone. So we all should feel concerned.
Following Design for All Foundation in Madrid, 10% people face a handicap and 40% people need help for everyday life, all over the world.

The Declaration of Stockholm on 9 may 2004, on the occasion of the Annual General Meeting of the European Institute for Design and Disability says: « Design for All aims to enable all people to have equal opportunities to participate in every aspect of society. To achieve this, the built environment, everyday objects, services, culture and information – in short, everything that is designed and made by people to be used by people – must be accessible, convenient for everyone in society to use and responsive to evolving human diversity.»

"Being challenged is being in a situation that implies you don't dispose of all your abilities to answer the issues that raises. Your abilities or disabilities don't fit your environment and it may happen to everyone."

Stéphane Denoyelle
Sport instructor of Cercle Sportif de l'Institution Nationale des Invalides

We've experienced challenge when we walked into the street in Tokyo. Japanese font everywhere, a language we don't know anything. We were not able to find our way !

USERS ARE EXPERTS

« The practice of Design for All makes conscious use of the analysis of human needs and aspirations and requires the involvement of end users at every stage in the design process. »

Declaration of Stockholm of 2004 states.

All users have to be taken into accounts, and they all experience differently their environment, depending on their impairment, their

"Many things are done without consulting users. That's why they are often useless. For instance, all walkways in France have been flattened for wheelchairs. That's great for people in wheelchair, but for visually impaired, streets are becoming unsafe. We need obstacles to walk autonomously".

Jenny Perault
seeking employment
Visually impaired

"Disabilities are very different so their needs are diverse and propositions must be adapted to improve specifically their lives. We are all equal but not identical"

Stéphane Denoyelle
Sport instructor of Cercle Sportif de l'Institution Nationale des Invalides

COLLABO-RATION IS ACTUAL

Research is a necessary step for designing an adapted proposition for accessibility. An efficient research must be close to concerned persons.

Design for All is inclusive

Users product new norms and lead us to an adapted and human centered design. As users are experts, they are strongly involved.

They participate from the beginning to the achievement of the project. They are considered as a part of a living ecosystem of institutions, objects and people as full actors of accessibility.

"Not one stakeholder has the power. Not only NGOs or government. The power comes from people with disability themselves when they understand their rights and their needs better.
When we design a tool, all stakeholders are taken into account (government, providers and users)"

Neha Saigal
Domain technical coordinator-Rehabilitation and health :
India programmes & Regional Projects/Asia
Handicap International

ALL STAKE-HOLDERS ARE PLAYERS

The experience we want to share happened a year later, with a sport association in Reims (France), Aventure Boccia. The project was first driven by the director of the association: he received funding from a french social institution for developing a device for the players.

Boccia is a Paralympic sport since 1984, related to pétanque and bowls, especially dedicated to athletes with severe physical disabilities. The director asked us for a ball-carrier that could be adapted on every kind of wheelchair, no matter of the size or shape of the armrest. It had to cost less than 100 euros.

Claire asked for Elodie, who is a service designer, to build the product lifecycle. The small cost requested needed that the object could be produced at a local level, by shaping an original relationship between local associations, users and the social institution.

Design for all is a local and global way of thinking, from local ground to global issues. The relevant metaphor is the rhizome.

Collaborative conception is more precisely defined.
It means :
Dialog and designing relationship.
All stakeholders have responsibilities and they are an active member of the new designing ecosystem/environment.
Diversity and multidisciplinary.

"All" also means Design for All should be placed at an international level.
Accessibility mustn't stop at a border.
Opening up barriers is a part of the job.
Academic conferences, inquiries, workshops are a way to share knowledge and experience.

But Design for all has no meaning without considering the ground and the local needs of users.

WHERE ?

LOCAL AND GLOBAL

Diversity

Ecosystem

Theory

Daily occupation
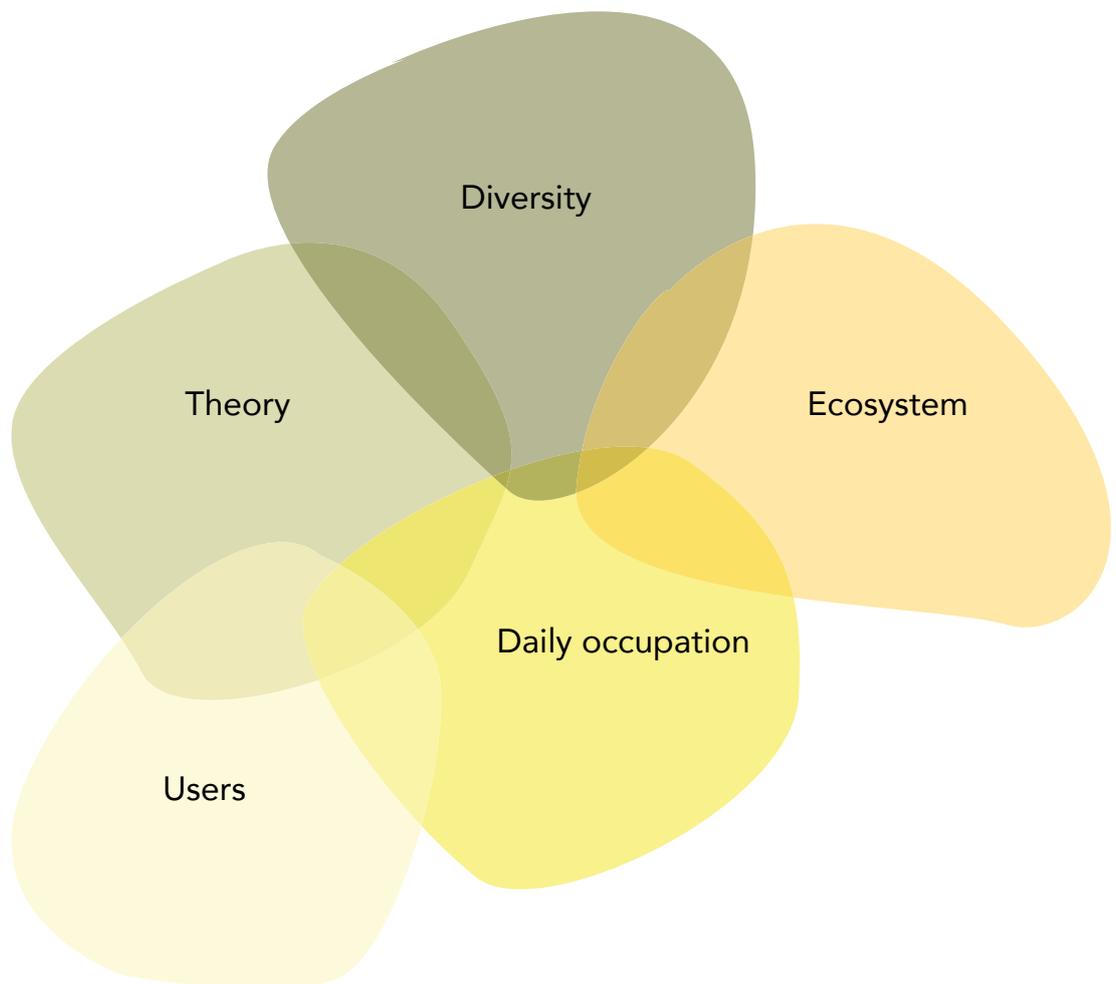
Users

INTER-NATIONAL LEVEL & ACADEMIC WATCH

To design propositions, we need concepts, issues and reflections from the academic world.

We need a global vision of accessibility.

It ensures that we are aware of new ways of thinking, managing a user's experiment, developing proposition.

Multidisciplinary is thus essential. We also need to have a cross functional activity which leaves no barriers between theory and practice.

Diverse counterparts means diverse practices and theories.

1. The 5th International Conference for Universal Design 2014, Tokyo (Japan)

2. Artisanal metalworking, Reims (France)

3. Interview of ARUNIM (Association for Rehabilitation Under Trust National Initiative of Marketing, Delhi (India)

MULTI-DISCIPLINARY
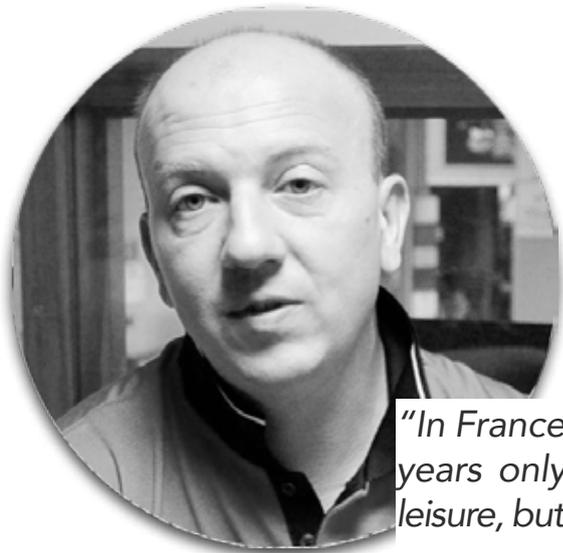
"In France multidisciplinary has been developed for ten years only. Physicians now consider sport not only as leisure, but also as a care. We work together for parasport."

**Stéphane Denoyelle
Sport instructor of Cercle Sportif de l'Institution Nationale des Invalides**

CROSS-FUNCTIONNAL ACTIVITY

« At Montparnasse railway station, in Paris, they set up driving bands for visually impaired people. They were supposed to be dubbed by sound beacons. It cost too much so there is only driving bands left, and they are totally useless. Without a global vision, objects don't have any value ».

**Jenny Perault
seeking employment
Visually impaired**

NO BARRIER BETWEEN THEORY AND PRACTICE

« *Design for All is very popular concept but rarely used. Nevertheless, accessibility is really a benefit and Design for All has to promote it*"

Sunil Bhatia
Chairman of Design for All Institute of India

ON THE LAY GROUND

Design for All needs actual relationship.

It means interviewing users, to understand deeply their daily occupations and difficulties they face with. This is an example of an interview we could lead :
- **Functional assessment** - What are your abilities, skills, deficiencies and limits? What do you fancy? What is your own vision of the project?
- **Social, physical environment** – What obstacles do you face with? How do you usually cross them over?
- **The issue** – What do you want to be able to do?
- **Developing an innovative proposition** – Is the object or service an actual help for the occupation ?
- **Feed back** – How do you use the proposition ? Are there any long-term harmful consequences ? Has the proposition a positive impact on your environment ? On your close friends and relatives ?

It means sometimes experimenting ourselves an occupation to understand it from the inside.

What for?

For understanding the ecosystem that doesn't fit.
For designing confident relationship
For being sure the proposition is adapted and is an actual answer to an actual issue
For creating a common ecosystem to interact (users + all stakeholders + proposition Design for All)

EXPERIENCE

« If valid people don't meet impaired persons, they will always be mystified and afraid of our equipment and impairment. It is important to show handicap is only a part of our identity. (...)
The actual experience of people always misses. For visually impaired people, it is essential for instance having obstacles on our way. So when something is to be done for us, we have to be interviewed firs to expose our needs and explain our point of view ».

Jenny Perault
seeking employment
Visually impaired

« We pay attention to the machines disabled workers use, as they are accessible ».

Bhupinder Singh
**Program Officer - Sales & Promotions**
ARUNIM

Now we know better the landscape and the persons we work and design with.

So in what kind of propositions et products does Design for All consist in?

What is a "Design for All" product?

WHAT ?

SERVICES AND OBJECTS

Life project

Skills & Competences

Autonomy

Cross functional

Daily Environement

Users

Social
responsability
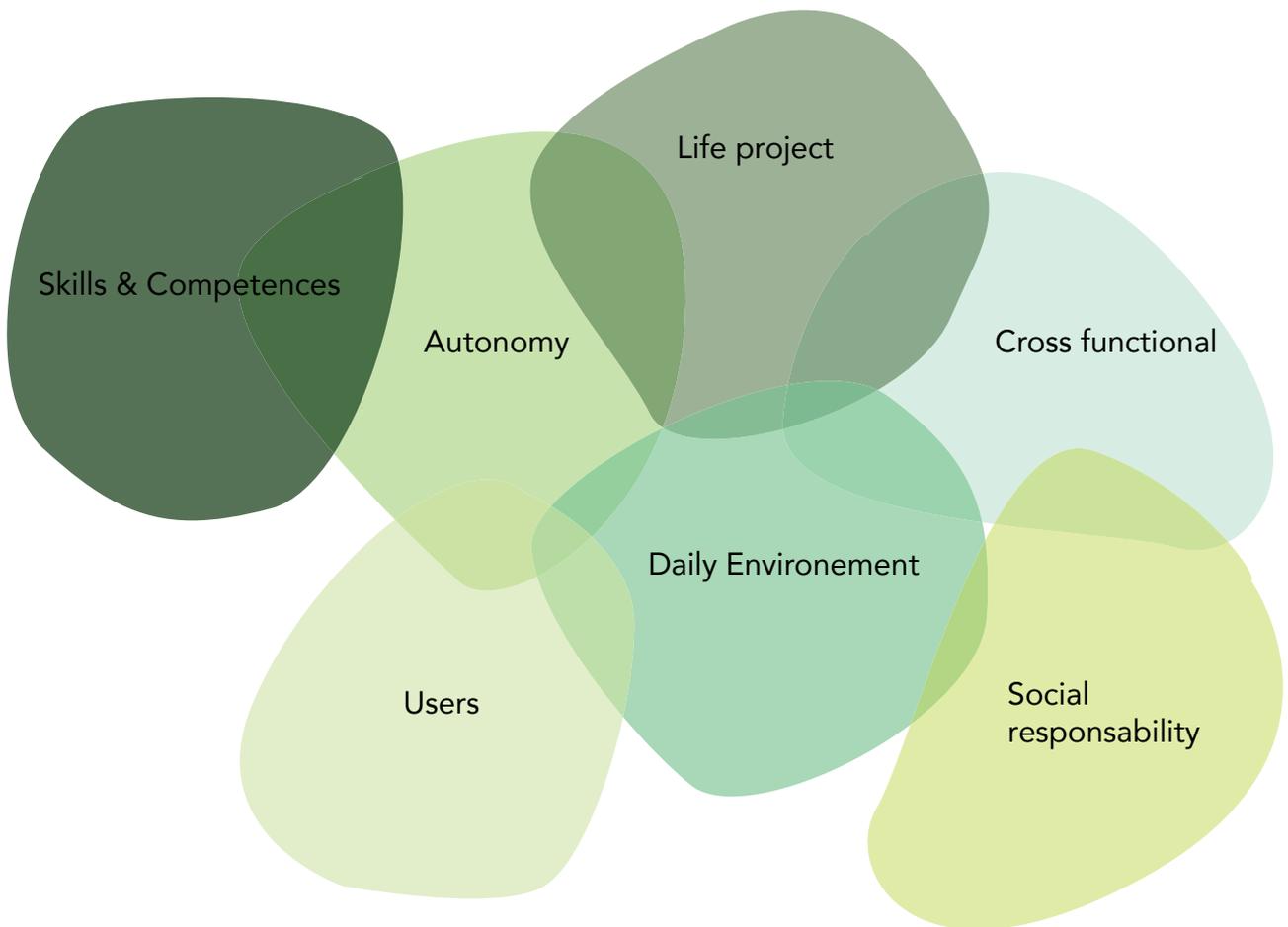
"Everyone should stick to what they know: some are good at services, others at designing objects"

Stéphane Denoyelle
Sport instructor of Cercle Sportif de l'Institution Nationale des Invalides

« *Human relationship has to be developed above all. When I do shopping, driving bands are not enough to drive me into the shelf. I need someone who helps me to choose the right corn flakes. For me it is essential to connect human relationship to technical devices.* »

Jenny Perault
Visually impaired

« Rehab should be seen as a part of health and not social welfare. Rehab is not only a service, but also providing tools for care and health. »

Neha Saigal
Domain technical coordinator-Rehabilitation and health :
India programmes & Regional Projects/Asia
Handicap International

Objects and services are integrated into a life project.

Design for All methodology leads to think about design as a strategy to help services and objects to collaborate for designing an environment.
They are not both solution but together the solution, unless the proposition might have less meaning and relation to the ground.

As objects and services come together, they create conditions for an accessible environment. Designing beautiful, useful inclusive propositions particularly concerns us. We want them to fit the persons we collaborate with. Every proposition is inserted in a life project (everyday occupation, sport, for instance)

It also means that users are agents to let environment becoming accessible. They have to take over the proposition to make it alive.

« L'ESAT is a medico-social institution which accomodates and follows people with psychic troubles but it is also a business enterprise. Our work-based support centre helps them to feel useful. They are entirely actor of this reinsertion device. »

Philippe Brouant
Director of Collectif d'Associations Alliance Espérance.
ESAT Regain.

Now the design brief is clear. Design for All implies :

Designing relationship between all stakeholders, regarding particularly users' expertise.

Designing relationship between theory and practice; objects and services; local and global levels.

Designing propositions that build a functional, safe, comfortable and pleasant environment, that is to say accessible.

Designing propositions that fit to an idiosyncratic ecosystem of stakeholders. They also have to be convertible to be taken up by an other system of stakeholders.

**Designing propositions that allow people to be drivers** of accessibility challenge

To actualize all these issues, Humaniteam has built a specific cross-functional method and works following a specific process. Our main value is designing relationship, which every step of our method actualizes. That also means we do it in our team by multidisciplinary.

Each step gives rise to a deliverable. It actualizes the step we achieved, and embodies the development process for the partner. It is a full collaboration tool: it states we, Humaniteam and partners, accomplished a step in the right direction.

We also need deliverable as subject to ideas and concepts evaluation. We are not a design agency. So our projects consist in propositions, which we evaluate at every step of their development.

HOW do we apply what we have learnt?

HUMANITEAM IS A DESIGN LAB

Design

Multidisciplinarity

Restitution

Observation

Innovation

Conceptualization

Formalization
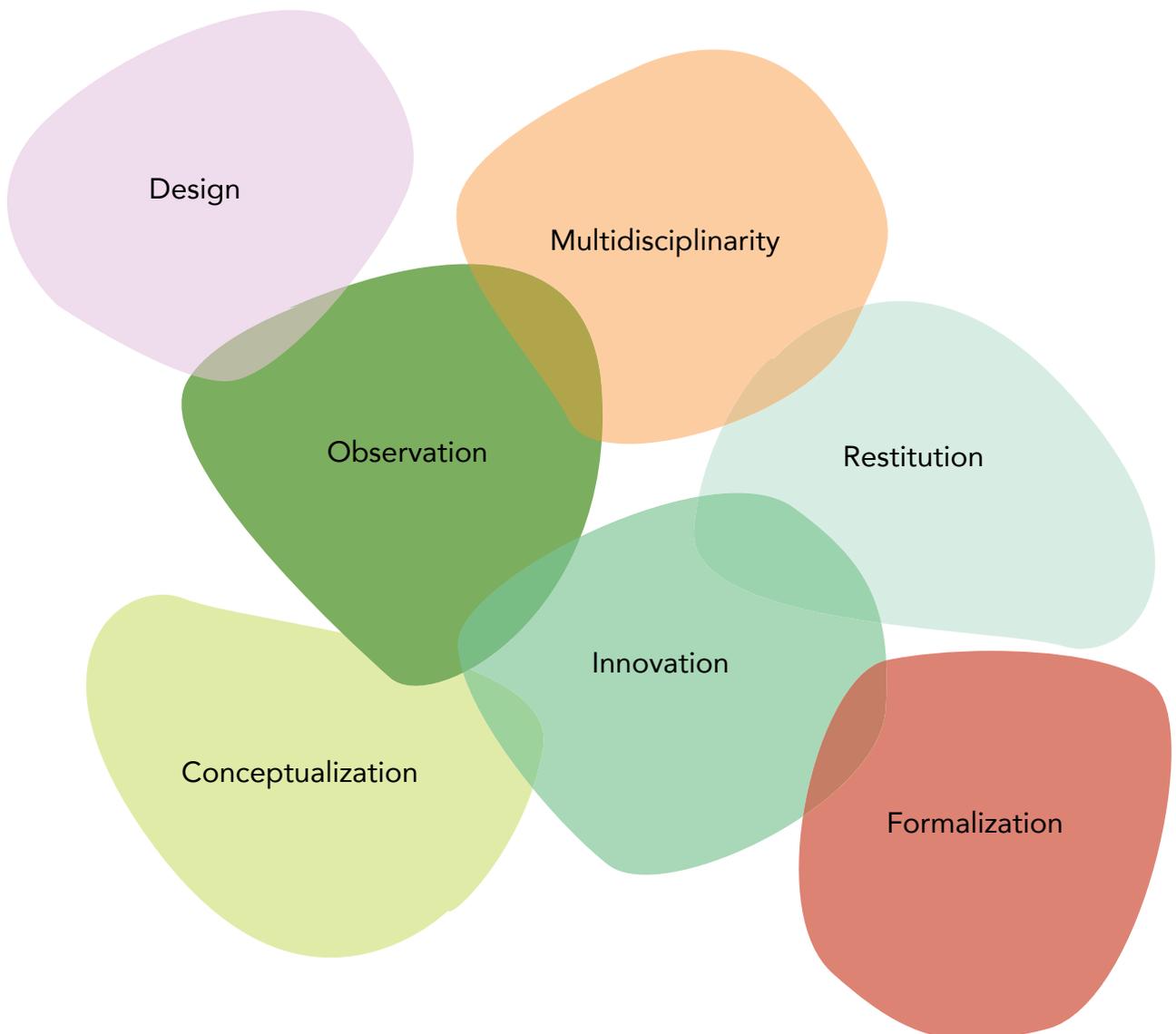
OBSERVATION

Observation is a step dedicated to the ground. We build confident and strong relationship with each stakeholder of the future project. We aim at understanding the scope of each (users, associations, institutions, government, companies, etc.)

It is also a continuous monitoring of academic landscape and of the various initiatives for challenged people.

It provides Humaniteam a basis for an appropriate reflection and consideration of the field of Design for All and accessibility.

Deliverable: Observation may result in a report, a survey, a video, an album, a research notebook, etc.

CONCEPTUA-LIZATION & FORMALIZA-TION

Conceptualization is the step by which we define the main ideas of our pro-position. After observations, we define the specific needs and goals of each stakeholder. We reveal issues and expose the direction we propose to take in order to achieve the goals.

Formalization is the step with which we shape a proposition in relation with the users and former steps. We design models, test it. We build the project outlines for services.

Deliverable: Conceptualization and formalization may result in a design brief, models and service sketchs.
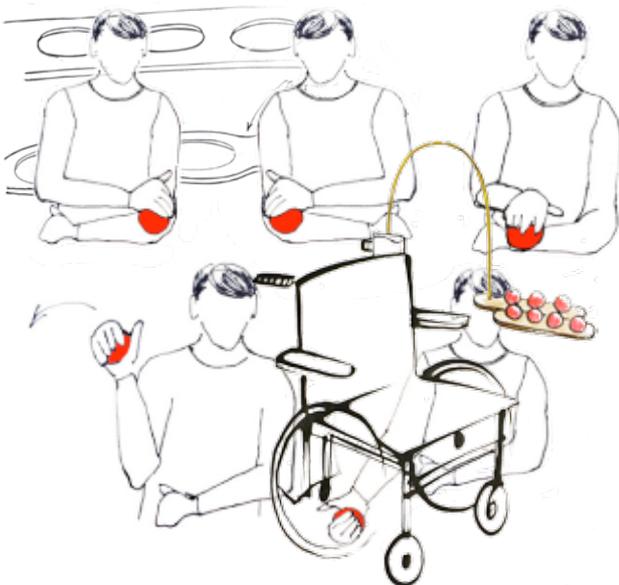
DEVELOPMENT & RESTITUTION

Development is time to prototyping objects and services, and restituting of the proposition. It is the first experience users would have of the product or service. Therefore it is a crucial step: will users adopt the proposition? We collect feed backs.

All the projects aim to be alive, that is to say we listen carefully the users' feedbacks, their suggestions to adapt the object or the service to a situation we've not anticipated. Humaniteam is an adaptable laboratory and we insist on this particularity of our lab. Our solutions are flexible, never standard, but evolutive, then sustainable.

For boccia program, development consisted in the ball-carrier and his lifecycle. It required a prototype and a communication support to explain how the project works in all his parts.

Deliverable: The development step consists in prototyping object and service. Restitution step consists in a communication book, sometimes a workshop or a conference, depending in particular on the evaluation we've made during previous stages, and what the users expect. The synthesis report might achieve as another creative step of the development of the proposition.

CONTRIBUTORS

Our special thanks go to our contributors we met between October and July 2015.

Prof. Lalit Kumar Das: Prof. Lalit Kumar Das pioneered Industrial Design education at IIT Delhi. He is deeply interested in sustainable approach to design and a non parochial non partisan framework for study of design. He has many publications to his credit. He has been engaging in the development of the recently announced National Design Policy

Dr. Sunil Bhatia: Dr. Sunil Bhatia is chief-editor of newsletter of Design for All Institute of India. He is also Director of the Institute. He is committed in several projects in India under the aegis of Design for All.

Neha Saigal (Handicap International): Neha Seigal is domain technical coordinator, rehabilitation & health at Handicap International. She is an occupational therapist, and focused on the social side of the therapy. She has worked for UN agencies and UNESCO

Stéphane Denoyelle: Stéphane Denoyelle is a fencing teacher at CSINI, Centre Sportif de l'Institution Nationale des Invalides. He is used to work with challenged people in a rehabilitation and leisure purpose.

Jenny Perault: Jenny Perault has been visually impaired since she is 5. She wants to work in tourism. She is committed in several associations, notably GIA (Groupement des INtellectuels Aveugles)

Silvio Sagramola: Silvio Sagramola is Director of National Disability Information and Meeting Centre of Luxembourg. He is committed in several projects for challenged people and Design for All in Europe.

Claire Fauchille: Claire Fauchille is the manager of Humaniteam. She acts as team coordinator and project manager, working for weaving human and professional relationship with our partners. She is also product designer, particularly concerned about materials and shape of objects.

Clothilde Capois: Clothilde Capois is occupational therapist. She works with patients who suffer from neurologic troubles in a rehabilitation hospital service. She also has an independent practice.

Elodie Cardinaud is service designer. She is used to work with associations to propose innovative services or improve existing services. She is specialized in prototyping of services and lead creative conception workshop.

Anne-France L'Hénaff: Anne-France L'HENAFF is social analyst. She works on monitoring academic world, looking forward to emerging concepts in the field of social and disabled studies. She also provides key issues, especially in the field of ethics.

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FORTHCOMING ISSUES

August 2015 Vol-10 No-8

Dr. Bijaya K. Shrestha received Doctoral in Urban Engineering from the University of Tokyo, Japan (1995-'98), Master in Urban Design from the University of Hong Kong, Hong Kong (1993-'95) and Bachelor in Architecture from the University of Roorkee (now Indian Institute of Technology), India (1983-'88). Dr. Shrestha has got working experiences of more than two decades. He had already served to the Department of Housing and Urban Development, Ministry of Housing and Physical Planning, Government of Nepal, United Nations Centre for Regional Development (UNCRD), Japan and various architectural schools in Nepal before taking the present job at Town Development Fund (TDF). He has initiated a new master program in Urban Design and Conservation at Khwopa Engineering College, Purbanchal University, where he served two years as Head of Post-graduate Department of Urban Design and Conservation.

Dr. Shrestha is the recipient of numerous gold medals for his excellent academic performance and decorated by 'Calcutta Convention National Award 2006' by Indian Society for Technical Education for his best paper at the 35th ISTE Annual convention and National Seminar on Disaster – Prediction, Prevention and Management. He is also member of numerous professional bodies and life member of various alumni associations. He has already contributed more than five dozen of papers, published in various forms: book chapter, international journals, conference proceedings, local magazines and journals including in local newspapers. Moreover, he has been invited in numerous international conferences for presentation of his research findings. Finally, his field of expertise includes sustainable urban development, disaster management, and housing, local government capacity building and development control. He will focus on universal design concept on Nepal.

September 2015 Vol-10 No-9

Samanta Bullock is residing in United Kingdom and she is Wheelchair Model, Tennis Player and Public Speaker ,Self Employed will be guest editor

October 2015 Vol-10 No-10

Prof Ravi and Dr Ajanta Sen of IIT Mumbai India will be the Guest Editor and theme of the special issue is Design and Children.
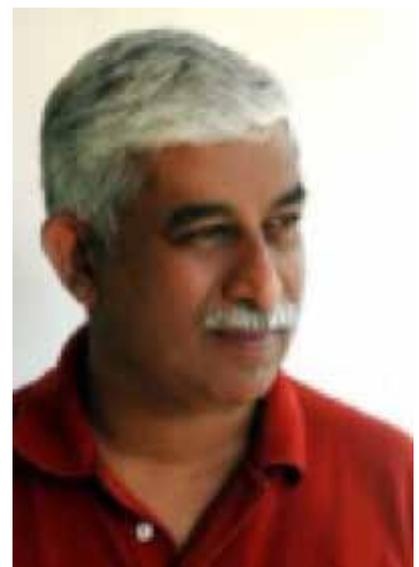
November 2015 Vol-10 No-11

EwaGolebiowska, Poland is the president of EIDD Design For All and she has accepted our invitation of Guest Editor and she will invite the authors from European countries for special issue.

December 2015 Vol-10 No-12

Julie E. N. Irish (Williams) Doctoral Student, Interior Design Track, Evidence-Based Design Emphasis College of Design, University of Minnesota, McNeal Hall 1985 Buford Avenue, St. Paul, MN will be the Guest Editor

January 2016 Vol-11 No-1

Dr Peter graduated with a PhD in Sociology and since then he has researched as an honorary fellow at the University of Melbourne, writing over 50 articles. Peter Gibilisco, B Bus (Acc) Ph.D. (Melb).
Honorary Fellow University of Melbourne. His New Book: The Politics of Disability is out and available in market See my web-site http://petergibilisco.com.au/ He will be Guest Editor for our inaugural issue of 2016

March 2016 Vol-11 No-3

Shatarupa Thakurta Roy , Lecturer
Design Theory , Design Culture
Email : stroy@iitk.ac.in

April 2016 Vol-11 No-4

Prof Beth Tauke is an associate professor in the Department of Architecture at the University at Buffalo-SUNY, and project director in the Center for Inclusive Design and Environmental Access (IDEA), the leading research center on universal design in the built environment in the U.S. Her research focuses on design education and inclusive design, especially the empowerment of minority groups through design. Tauke was principal investigator of the Universal Design Identity Program and Increasing Access to Universal Design to Meet the Needs of African American Communities, both sponsored by the U.S and Prof Korydon Smith is an associate professor and associate dean in the School of Architecture and Planning at the University at Buffalo-SUNY, USA.

June 2016 Vol-11 No-6

GAATES(GLOBAL ALLIANCE ON ACCESSIBLE TECHNO-
LOGIES AND ENVIRONMENTS) Mukhtar Al Shibani – Pre-
sident will be the Guest Editor for special issue

September 2016 Vol-11 No-9

PROFESSOR YRJÖ SOTAMAA PRESIDENT EMERITUS
University of Art and Design Helsinki and Cumulus Asso-
ciation, ADVISORY DEAN AND PROFESSOR ,College of
Design and Innovation, Tongji University and DEAN LOU
Yongqi of Tongii University will be the guest Editor.

October 2016 Vol-11 No-10

David Berman Accessible design thinker, expert speaker,
author (Do Good Design), UN advisor on IT accessibility,
GDC ethics chair .Communications strongly believes that
we can design a better world that leaves no one behind.
We've been leaders in the online accessibility field for over
15 years, and we're eager to help you gain from the bene-
fits of inclusive design. David is a senior strategic consul-
tant to the Canadian government, as well as other govern-
ments on four continents

NEW BOOKS

A new eBook from UniversalDesign.com

Universal Design Tips: Lessons Learned from Two UD homes

This new electronic book from UniversalDesign.com is filled with tips and ideas that will help guide anyone through the process of designing and constructing their own Universally Designed home. The book was co-authored by John Salmen, AIA, the publisher of Universal Design News and founder of UniversalDesign.com, and Ron Knecht, whose durable, energy efficient Universally Designed house was featured in the January 2012 issueofUniversal Design News.

The first section of the book deals with the planning process, providing insight on how to choose a location for the house, consider activities of daily living during planning, best use various types of design professionals, finalize a floor plan and develop a building schedule.

The rest of the book is organized according to different areas or elements of the home (i.e. exterior doors, bathing, and kitchen counters, just to name a few.) Whether designing a whole house or simply remodeling one area, Universal Design Tips makes it easy to quickly refer to the relevant section and find valuable tips that ensure success. Each of these sections includes design tips, photos and important lessons that the two authors learned through their personal projects.

John Salmen has been working in the field of accessible architecture and Universal Design for over 30 years, and he put this expertise to good use when remodeling a historic property to create the Universally Designed house he and his wife hope to live in for many years. Salmen's "Home for the Next 50 Years" has been featured in various media outlets: including The Washington Post, Fine Homebuilding,

AARP's television show Inside E Street and the book The Accessible Home: Designing for All Ages and Abilities. Now, readers will be able to explore Salmen's home in even greater detail and apply his experience to their own Universally Designed home projects.

Ron Knecht's experience with Universal Design started after his wife of 46 years became ill with cancer. As her health worsened, Knecht learned first-hand the importance of accessibility for maintaining independence, safety and one's quality of life. Before Knecht's wife passed away, she extracted a promise from him that he would move to a Universally Designed house located closer to their daughter. Knecht was underwhelmed by both the houses that he saw on the market and the UD house plans that he found online; he realized that he would have to plan and build a custom house in order to fulfill his promise.

Universal Design Tips
Lessons Learned from Two UD Homes

By Ron Knecht & John Salmen, AIA
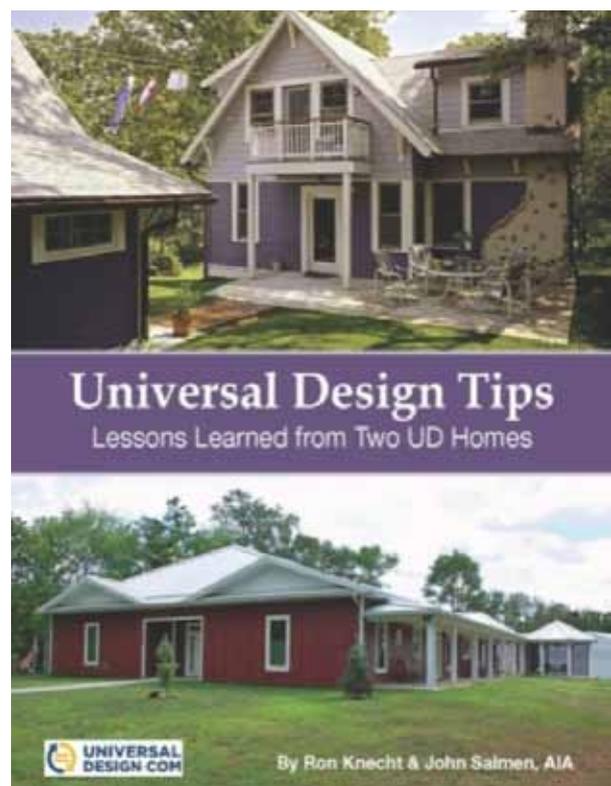
China Design Index 2014

China Design Index 2014: The essential directory of contacts for designers Paperback – February 1, 2014 by Robert A. Curedale (Author)

The Road Ahead, Transition to Adult Life for Persons with Disabilities
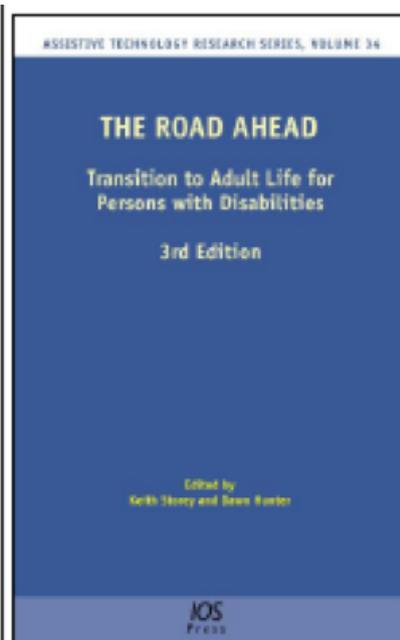
The Road Ahead

Transition to Adult Life for Persons with Disabilities

Volume 34 Assistive Technology Research Series
Editors: Storey, K., Hunter, D.
December 2013, 318 pp., hardcover (revised 3rd edition)
ISBN 978-1-61499-312-4 (print)
ISBN 978-1-61499-313-1 (online)
Price: €69 / US$100 / £59

Successful transition from school to adult life has always been difficult for people with disabilities, especially in the area of employment. The vast majority of people with disabilities are either unemployed or underemployed with low wages and few benefits, and many governments are struggling to find a way of providing employment and benefits to people with disabilities without creating disincentives to work.

This book provides strategies and ideas for improving the lives of people with disabilities, exploring new ways of enabling a successful transition to an integrated adult working life by providing effective instruction and support. Following an introduction which outlines the importance of transition services and meaningful outcomes, topics covered in the remaining chapters include: person centered transition planning; enhancing competence and independence; employment assessment and career development; collaboration between agencies for a seamless transition; independent living and supported living; and community functioning skills.

The book will be of interest to all those who work with transition age students as well as those who work with adults with disabilities and want to enable them to have the best life possible. To paraphrase Helen Keller: "People with disabilities not only need to be given lives, they need to be given lives worth living."

Design for ALL, Aree DI Ristoro

Luigi Bandini Buti
DESIGN FOR ALL | AREE DI RISTORO | il caso Autogrill |
Maggioli Editore, 2013
http://shop.wki.it/risultatoricerca.aspx?indizioricerca=luigi+bandini+buti

This book has been born following the collaboration with Autogrill that, for its new facilities "Villoresi Est", has developed an innovative, Design for All oriented project. We then realized that the cares foreseen for "all" would not be noted by "the majority".
If you are not on a wheel-chair, or blind, or you are not travelling with a large family or you don't have to look after your old grand-father, you will not be able to appreciate many of the attentions included into the project. It was therefore necessary to make more visible the virtuosity of the planning process and its results, which may not appear obvious to many people.

This publication is not meant to be a mere description, it is rather a critical analysis of the Villoresi Est rest area, included in a context that wants to examine in depth the methods and the means of Design for All.
Its main objective is therefore to use the "Autogrill case" to investigate the necessary steps to develop projects Design for all oriented, hopefully in an authoritative way.

Accessible Architecture
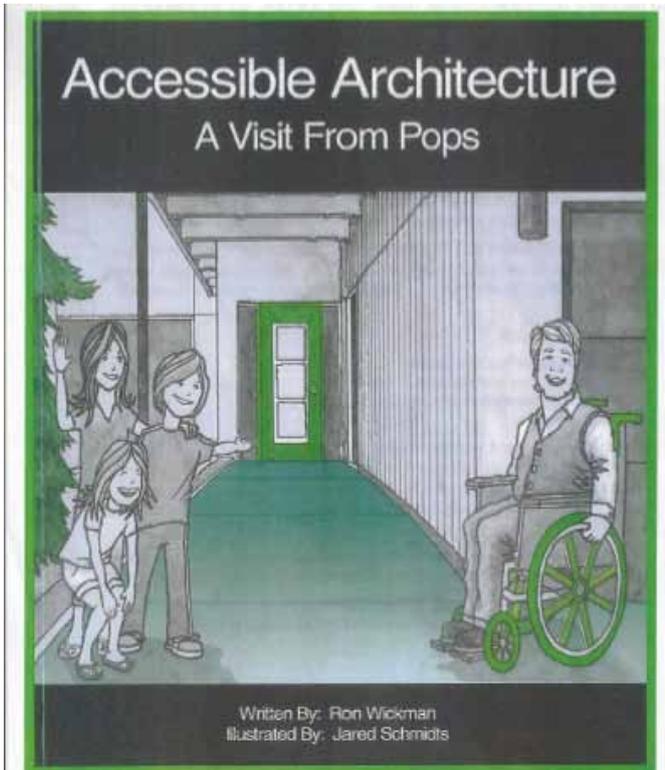
Edmonton Architect publishes - Adult Children's Book—Accessible Architecture: A Visit From Pops.

Edmonton Architect Ron Wickman launches his first book titled: *Accessible Architecture: A Visit From Pops* at the City Room in City Hall, Tuesday, March 18 at 6 p.m. Ron, son of the late Percy Wickman, MLA Edmonton-Rutherford 1989-2001, is a story written on the focus of Percy and his 3 grandchildren. Ron is best known for his accessible design. His most recent endeavor published by Gemma B. Publishing draws on this knowledge. Edmonton draughtsman Jared Schmidts illustrates with wit and precision the need for a house to be visitable by everyone.

As a child, Ron Wickman learned firsthand about the need for accessibility. His father became paraplegic after being injured by an industrial accident. Ron wheeled his father into many inaccessible places. A longtime Edmonton City Councilor Percy Wickman advocated for people with disabilities throughout his life.

Ron Wickman studied architecture in Edmonton and in Halifax, Nova Scotia, specializing in barrier-free design, designing houses and public spaces that were both beautiful and accessible.

Accessible Architecture: A Visit From Pops—is an adult children's book, which demonstrates the three principles for ensuring a house can be visited and enjoyed by everyone equally, including those with a disability. Following Wickman's design and renovation also enables homeowners to age in place.

Visitability principles include

- the front entrance must have no steps;
- all main floor doors must be at least 36" wide
- an accessible washroom must be on the entrance floor.

Accessible Architecture: A Visit From Pops, by Ron Wickman, illustrated by Jared Schmidts and edited by Sarah Yates, is published by Gemma B. Publishing, a Winnipeg-based publisher. Gemma B. Publishing creates heroes and heroines living with a disability, in both fiction and non-fiction. The book will be launched at Edmonton City Hall, March 18 at 6 p.m. and available later at Audrey's Books in Edmonton.

Ron Wickman will be available for interviews after the press conference at City Hall. His lecture at the Buildex Conference, Edmonton Expo Centre, Northlands will be held Wednesday, March 19 at 2:30 p.m.

Accessible Architecture: A Visit From Pops ISBN978-0-991697-0-8 sells for $20.

— 30 —

For additional information, contact:
Ron Wickman
Architect
780-430-9935
E-mail: rwickman@shaw.ca

The Politics of Disabilities, Peter Gibilisco

This book will retail for a recommended price of $19.95 USD ISBN 978-1-77143-155-2, with an ebook version also available at a recommended price of $7.95 USD ISBN 978-1-77143-156-9. You'll be able to buy it from all the usual places - Angus & Robertson, Bookworld, Fishpond, Amazon, Kobo, iBookStore, and Google's Play Store, amongst others.
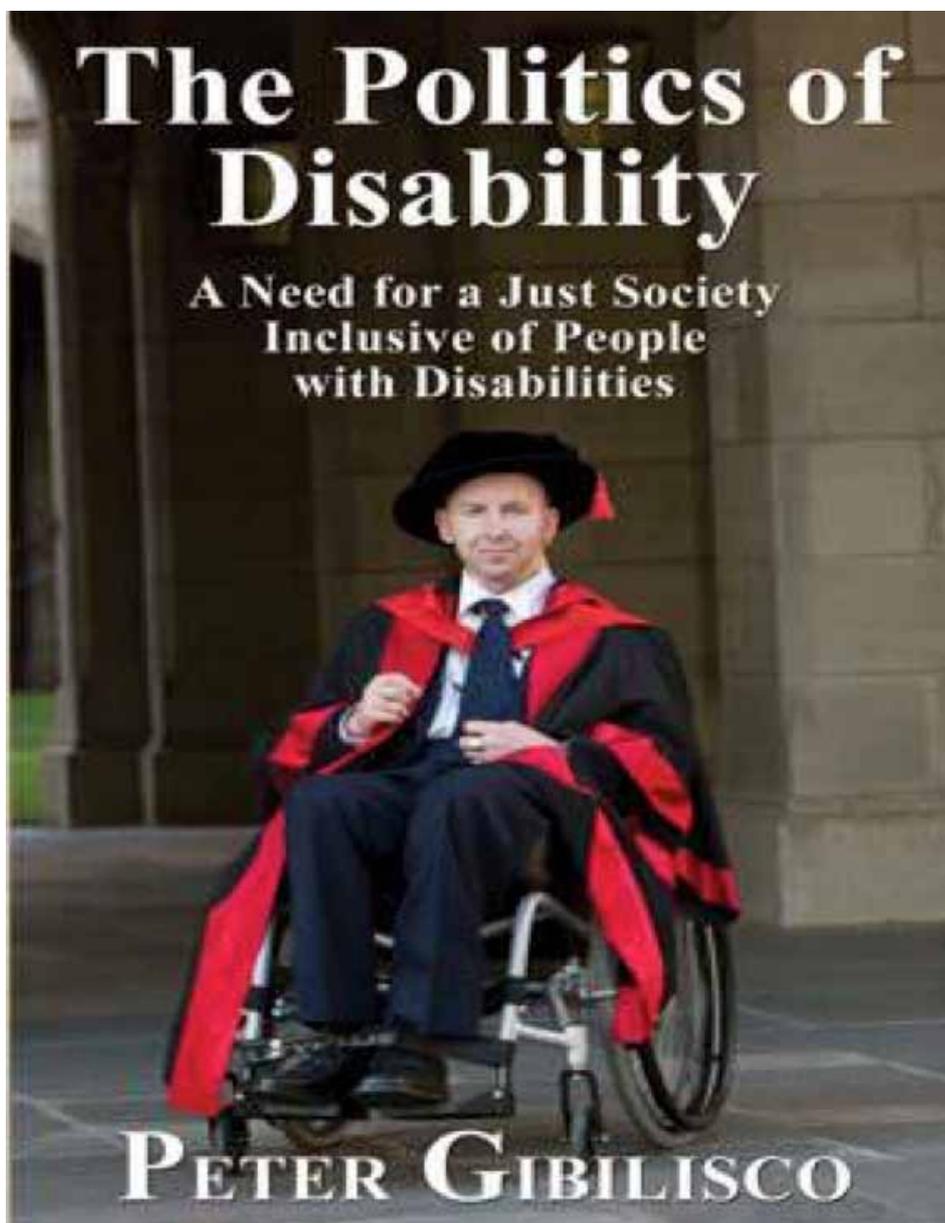
Cultural Revolution by Maurice Barnwell (Author)
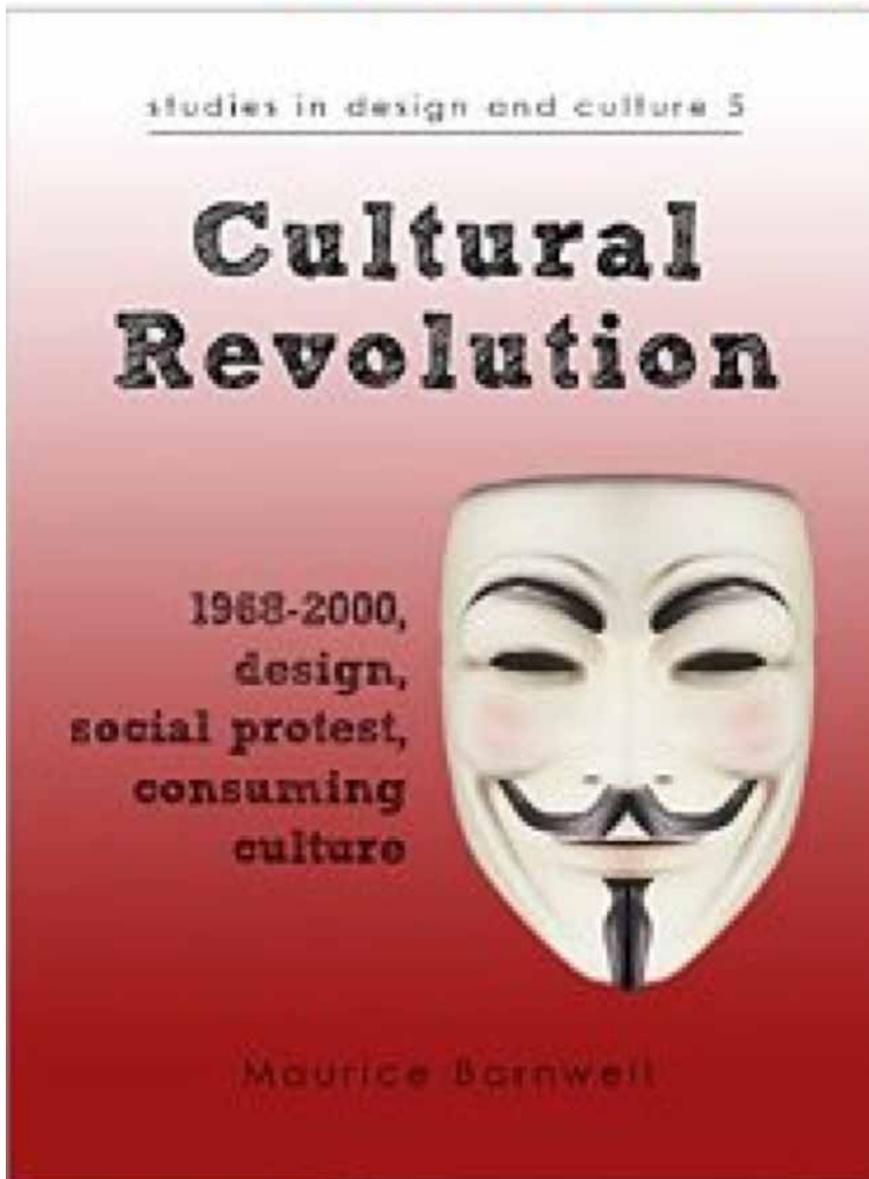
Design For All – the project for everyone.
Methods, tools, applications Volume 1 – 2 (Steffan, 2012)

The publication highlights the multidisciplinarity and cross-disciplinarity of the Design for All approach, both in terms of issues addressed and of field of application. The accessibility of places and objects is nowadays a minimum requirement: it is only the starting point to allow their use by the widest range of people possible. Through professional experience and research, the paper tackles problems, methodologies and working tools, benchmarks.

The first volume covers the main areas of research and presents some examples at urban scale; the second volume illustrates examples of architectural design, products, services, university education.

The lack of compliance of the built environment and of the products, with needs that can be very different, causes a state of handicap. The lack of ability is a handicap only if the project has not taken it into account.

With these books we intend to stimulate debate, in-depth research, specialized studies, so that Design for All can be increasingly known and applied in more and more research and professional areas.
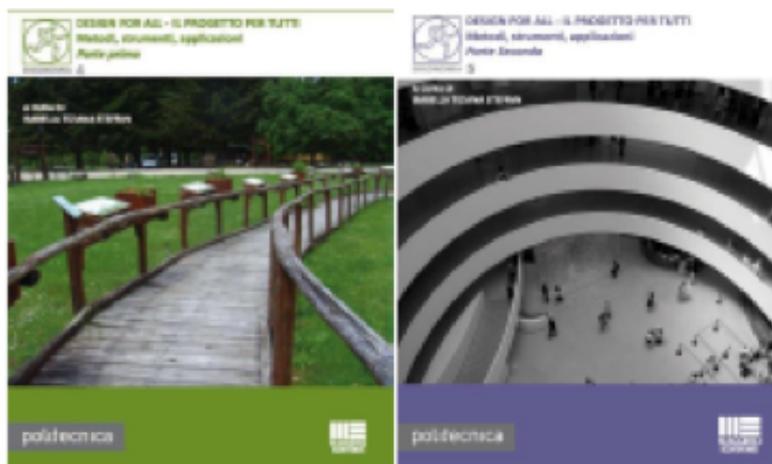
Published in Italian in December 2012 by Maggioli Editore (Santarcangelo di Romagna RN, Italy).
http://ordini.maggioli.it/clienti/product_info.php?products_id=8832 Volume 1
http://ordini.maggioli.it/clienti/product_info.php?products_id=8831 Volume 2
The on-line English version is also available since October 2014:
http://www.maggiolieditore.it/ebook/tecnica/design-for-all-the-project-for-everyone-first-part.html
http://www.maggiolieditore.it/ebook/tecnica/design-for-all-the-project-for-everyone-second-part.html

"Ideas, even good ideas, flourish only when practitioners commit to sharing their experiences, perspectives and aspirations. By organizing this publication and convening a distinguished international group of contributors, Editor Isabella Tiziana Steffan helps to establish the current state-of-the-art and affirms the significant potential of Design-for-All. She also delivers fresh inspiration to an expanded audience critically important to engage if Design-for-All/Universal Design is to realize its promise in the coming years.(...)We salute Editor Steffan for her passion, focus and hard work to bring this valuable contribution to fruition." (Valerie Fletcher)

APPEAL

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SRISHTI

NEWS

1 - Swiss Scientists develop mind-controlled robot for people with disabilities

Using a telepresence system developed at Ecole Polytechnique Federale de Lausanne (EPFL), 19 people—including nine quadriplegics—were able to remotely control a robot located in one of the university laboratories. This multi-year research project aims to give a measure of independence to people with paralysis or mobility disabilities. This technology has shown that it works well and is easy to use.

From his hospital bed, a patient with disability is capable of controlling a telepresence robot and interacting with people he meets over Skype. Photo: Alain Herzog / EPFL
For someone with paralysis or limited mobility, visiting with other people is extremely difficult. A team of researchers at the Defitech Foundation Chair in Brain-Machine Interface (CNBI), headed by José del R. Millán, has however been working on a revolutionary brain-machine approach in order to restore a sense of independence to people with disabilities. The idea is to remotely control a robot from home with one's thoughts. The research, involving numerous subjects located in different countries, produced excellent results in both human and technical terms. The conclusions are discussed in the June special edition of Proceedings of the IEEE, dedicated to brain-machine interfaces.
19 people tested, 100% success rate
Nine people with disabilities and ten healthy people in Italy, Germany and Switzerland took part in the task of piloting a robot with their thoughts. For several weeks, each of the sub-jects put on an electrode-studded hat capable of analysing their brain signals. They then instructed the robot to move, transmitting their instructions in real time via internet from their home country. By virtue of its video camera, screen and wheels, the robot, located in a laboratory of Ecole polytechnique fédérale de Lausanne (EPFL, Switzerland), was able to film as it moved while displaying the face of the remote pilot via Skype. The person at the controls, as if moving in place of the robot, was able to interact with whoever the robot crossed paths with. "Each of the 9 subjects with disabilities managed to remotely control the robot with ease after less than 10 days of training," said Professor Millán.
Shared control between human and machine
The brain-machine interface developed by the researchers goes even further. The robot is able to avoid obstacles by itself, even when it is not told to. To avoid getting overly tired, the pilot can also take a break from giving indications. If it doesn't receive more indications, the robot will continue on the indicated path until it receives the order to stop. In this way, control over the robot is shared between the human and the computer, allowing the pilot to rest while navigating.
No difference between healthy and disabled subjects.
In the end, the tests revealed no difference in piloting ability between healthy and disabled subjects. In the second part of the tests, the disabled people with residual mobility were asked to pilot the robot with the movements they were still capable of doing, for example by simply pressing the side of their head on buttons

placed nearby. They piloted the robot just as if they were uniquely using their thoughts, further proof of the effectiveness of the system.
Mature technology available
The positive results of this research bring to a close the European project called TOBI (Tools for Brain-Computer Interaction), which began in 2008. Will robots soon become a fact of daily life for people suffering from a disability? Too soon to say, according to Professor Millán. "For this to happen, insurance companies will have to help finance these technologies."
Source: Ecole Polytechnique Federale de Lausanne

2.New technologies help people with disabilities at work Middle East.

MUSCAT, OMAN: Sheikha Al Jassasi types something on her laptop and a voice reads "www dot google dot com." The voice helps her navigate to the search bar, and then reads out the results as she clicks through them. For Al Jassasi, who has been blind since birth, this voice makes using a computer possible.

Al Jassasi, who started as a translator and now works in the media department at the Information Technology Authority (ITA), says Assistive Technology has made a world of difference in the workplace. Her iPhone and computer both have voice applications that help her read emails and other documents, identify phone numbers, and use programs like the camera and YouTube.

"The technology is giving us a great opportunity to use our talents and work independently. I can use the computer as any normal person can use it and I can do my job as any other person," explains Al Jassasi, who has a degree in English Translation from SQU.

Aisha Baabood, Executive Director of the White Hands Centre of Assistive Technology and Rehabilitation, says there are many devices available to help people with disabilities.

For people with vision disabilities there are Braille computers, voice applications to read text, screen readers and magnifying devices, just to name a few. People with hearing disabilities can use applications on their phones that translate sign language into text for others to read. People with mobility disabilities or paralysis have a variety of wheelchairs now, some which are equipped with technology to allow users to access computers.

Baabood says both the employees and employers need to be assessed to ensure they have the right assistive technology so they don't invest in the wrong kind, but when the proper technology is provided, it can make a big difference for people with disabilities on the job.

"We have to provide the right technology that can help [employees with disabilities] function better," she explains.

Baabood encourages employers to follow the Omani labour law which states 2 per cent of employees should be people with disabilities, but also recommends they hire people who will be able to live up to their potential and not just fill quotas.

"You don't want the person to feel frustrated or feel that they are just there because they are disabled. We want them to feel that they are valued and they are working because they are needed," she says.

Ahmed Al Ramadhani, Director General of Human Resources at the ITA, says Al Jassasi and another blind employee, Ali Al Amri, were not just hired in accordance with the law but because they were also top graduates at Sultan Qaboos University who would benefit the organisation.

"We believe everyone has something to give. If they can be creative, if they can be flexible at work, if they are willing to learn more in their fields, then ITA is welcoming and encouraging those talents. Sheikha and Ali are both brilliant and they exceeded our expectations," he explains.

The ITA had to invest in some Assistive Technology such as voice activated elevators and special computer applications but Al Ramadhani says it was well worth it. He says in the future the organisation would be happy to hire other people with disabilities, assuming they had the talents and skills required, and invest in technologies to help them.

"They're our employees so definitely the ITA will invest in them. The investment wasn't really an issue for the ITA since the ITA encourages the use of technology in all levels. The ITA even subsidises some equipments for other organisations, the blind organisations and those who are in need of such technologies," he says.

Al Ramadhani says it's important for companies to empower employees with disabilities so they can perform to their utmost potential and he encourages other organisations to hire talented people with disabilities and invest in them as the ITA has done.

"My advice to them is to not hesitate to recruit these people because they are at the end our brothers and our sisters so we have to find a place for them in the society and in the workplace and business environment. Each one of them has certain capabilities where they can really give more in that field…and there are technologies in the market to allow them to do their jobs," he says.

Barka Shahbal Al Bakry, a founding member of Al Noor Association for the Blind, says the situation for people with disabilities in Oman has definitely improved over the years. There are more associations catering to different disabilities and more education and work opportunities.

She says more progress has been made in terms of education and employments. Until 2002 Oman used to send people who are blind to study in Bahrain, Kuwait and Saudi Arabia but the education was minimal.

"The education they received was very basic and did not prepare them for employment. As a result until five years ago most of them were employed as telephone operators. With development of technology, this profession is no longer in demand as it used to be, so we had to look for alternative opportunities," Al Bakry explains.

"The development in technology and specially programs for the blind, has made a huge difference and opened new horizons," she adds.

Now blind people, and others with disabilities, are studying more and earning degrees that make them strong candidates for the workforce. Al Bakry says a number of Omanis with vision disabilities are currently doing postgraduate studies in a variety of subjects including IT and International Relations. Companies are also recruiting graduates with disabilities who have proven themselves as top students.

"Slowly we are gaining recognition in the market too. The best employers today [are] the Information Technology Authority (ITA) and Ooredoo telecom company," Al Bakry notes.

Back at the ITA Al Jassasi says she hopes one day to be in a managerial position where she can be a role model and leader for others in the company. She says disabilities should not prevent people from going out and following their dreams, especially since there are many Assistive Technologies to help them.

She says people with disabilities should work hard to improve themselves, learn how to use the Assistive Technologies, and go out and find the right job opportunities rather than waiting for others to find jobs for them. Thanks to new technology, people with disabilities don't have to be restricted from the workplace.

"I wouldn't have dreamed that I would have a job in translation, for example, if the screen reader did not exist. The Assistive Technology has really created many new job opportunities for us," Al Jassasi says.

(Source: Times of Oman)

3. What do AARP members want in an activity tracker?

Simpler design, better packaging, easier instructions project to get a better sense of how useful AARP members aged 50 and older find mobile health apps and what needs to be done to make fitness trackers and other devices more attractive has produced the results of the first part of the study. Many of the observations are non technical and point to the need to develop better packaging to consider people with arthritis and other mobility problems and easier-to-understand instructions for a non-technical audience. Other observations from the 92 person study, titled Project Catalyst, included:

• Make them unobtrusive to wear;
• Easier to maintain;
• Provide more features like timely alerts and instantaneous access to information;
• Explain how activity and sleep trackers collect data;
• Include sensors for health-specific conditions;

The 6-week study also produced some encouraging feedback about the level of interest in the activity trackers. About 45 percent said it increased their motivation to exercise and 67 percent saw them as beneficial.

Still, once of the biggest challenges in the activity tracking realm has not necessarily been getting people to make these conclusions, but simply sustained use. But 42 percent said they would continue to use the devices, according to Dr. Brad Fain, a director of Georgia Tech's HomeLab and principal research scientist at the Georgia Tech Research Institute.
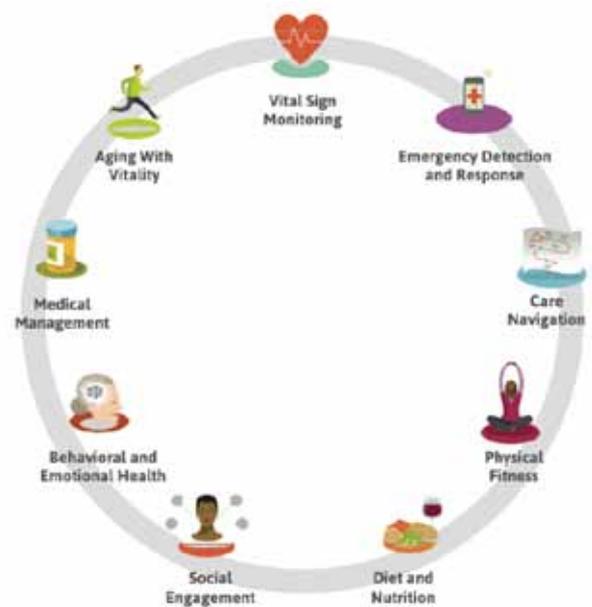
In an interview with MedCity News, Fain said the devices scored well on usability but things like simply getting the instructions out of the box or retrieving the devices from the packages proved challenging to many in the group. Some also had trouble understanding how their activity was measured. Still, once they surmounted these obstacles, about half reported they slept better and were more active, Fain said.

Advertisement

Fain observed that the study underscores the importance of universal design.

"I'm a big proponent of universal design," Fain said in response to the question of whether seniors should have apps specially designed for them.

One of the big questions frequently posed of digital health is why there are relatively few apps for people over 50, relative to the 100 million people who fit into that age range. The assumption tends to be that they are uninterested in mobile health apps or devices or would find the technology unwieldy, especially as they get into their 70s and 80s. But Project Catalyst by the AARP and Georgia Institute, a series of studies are designed to get feedback from members of AARP's community as to what they get out of using these apps and devices and what would make them better.
The next stage is a much longer, six-month study on medication adherence apps and devices. Among the sponsors of Project Catalyst are MedStar Health, Pfizer and United Healthcare.

(Source: Medcity News)

PROGRAM & EVENTS

Welcome to CII Design Excellence Awards 2015

In an ongoing pursuit to establish design as a tool for national competitiveness, CII initiated the 'CII Design Excellence Awards' in 2011. In its fifth year, we are pleased to announce that applications are now open for the CII Design Excellence Awards 2015.

Endorsed by The India Design Council, CII Design Excellence Award is a celebration of Indian Design which will present the emerging face of design in India and its newer manifestations. The award seeks to demonstrate the value of design to the Indian industry and will be a true acknowledgement of the prowess of Indian design, innovation and originality.

This Design Award is a perfect opportunity for your company to hog the limelight and gain increased appreciation for being a design-led organization.

32 AWARDS
4 CATEGORY WINNERS
28 SUB CATEGORY WINNERS

Eligibility

Design

▶ The entry submitted for the CII Design Excellence Award has to be designed for / designed in India and manufactured and or marketed in India

▶ Submitted by a company registered in India

Period

▶ Design must be fully commissioned and in market or usage at the time of entry

▶ The design must have been realized in the calendar year of 2014 or 2015

▶ Prototypes cannot apply

▶ The entries must comply with the mandatory applicable standards for the given entry

TypographyDay 2016

Focus on 'Typography and Education'
25 - 27 February 2016 at Srishti Institute of Art,
Design and Technology, Bangalore
Call for Logo (deadline 31 July 2015)
Call for Papers (deadline 30 September 2015)
Call for Poster Design (deadline 31 October 2015)

http://www.typoday.in

RFT Awards
Transportation connects us all.

Whether it's simply getting from home to work or using products shipped over distances near and far, in every region of the world transportation impacts our daily lives.

At first glance, transportation may simply appear to be about the movement of people and goods. But looking deeper, it's also closely linked to equality, access to healthy food and good schools, and wildlife impacts, for example.

As the mobility demands of people and freight have grown, so too has the need for products, systems, and services that will make the transportation sector more life-friendly, for both people and the planet.

Registration is now open

Learn biomimicry and how to apply it while competing for cash prizes with students from around the world.

Register your team for immediate access to the biomimicry design resources and start developing your design solution today!

After the huge success of Re-thinking The Future Awards 2014. Now RTF in its fourth year, launching the Re-thinking The Future Awards 2015.

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INFO@MONEYDESIGN.ORG

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educational or professional
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beautiful region of Provence.
Improve your poster design
practice and exhibit it with a
selection of internationally
renowned graphic designers in a
European Capital of Culture.

TRANSED 2015

Interaction Awards 2015

EBU, The Vision for Equality Award

The Vision for Equality Award

The EBU Vision for Equality Award is given to European organisations, institutions, policy makers, enterprises or individuals in recognition of their commitment to protect and promote the rights of blind and partially sighted people and to improve their living conditions. The Award, which consists of a certificate and a piece of art by a visually impaired artist, is presented every four years on the occasion of EBU general assemblies.

Nominations may be put forward by EBU national members and are processed by the EBU Awards Working Group.

CALL FOR NOMINATIONS FOR THE 2015 EBU "VISION FOR EQUALITY" AWARD

A Planet of Our Own Cartoon Competition

We invite you to participate to showcase your ideas on sustainability during the Cumulus Mumbai 2015: In a planet of our own - - a vision of sustainability with focus on water' by submitting a Cartoon created by you.
Design Cartoons on the theme of Sustainability with focus on Water
We invite cartoons which humorously communicate the seriousness of the theme, by rethinking sustainability with respect to water in terms of conservation, preservation and recycling. Rethink situations, rethink water, life, thirst, cleanliness, greenary, energy resources and everything else we use day in and day out to keep going. Rethink and depict how the saving of water that can fully give a new lease of life by either going back to nature or going back into the design process as a new paradigm that can affect our world..
Cartoonists are invited to interpret the theme of the event 'In a Planet of Our Own – a vision of Sustainability with focus on Water' as representations through designing of Cartoons. The Winning Entries:

1. The winning cartoons will be displayed as an exhibition during the event. We expect the exhibition to travel to other places as part of other events.
2. The winning entries will also be published as part of a book to be released during the conference in December 2015.
3. Each of the winning participants will receive 5 copies of the book.
4. The winning participants will also be given the 'Certificate of Winning the Cartoon Competition'. Partnership:
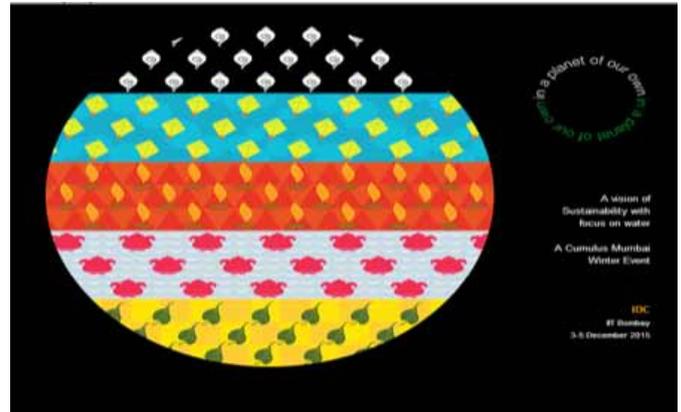
This competition is done in partnership with Usability Matters.Org

The Jury and the Judgment Criteria:

The jury will be well-known professionals and socially active personalities. The names will be announced in due course. For judgment, the jury will use criteria such as creativity, humor, visual communication, presentation, persuasiveness, originality, cleverness, relevance of content and execution.

Submission Guidelines:

Entries : up to 5 cartoons per person

Size (hard-copy): A4 (210 X 297 mm) or A3 (297 X 410)

Size (digital): 300dpi and in dimensions of A4 or roughly 2500 x 3500pixels

Please make sure the resolution is 300 dpi so that it is suitable for printing

Technique: free - can be either hand drawn or digital using any medium and email these with the subject line 'Cartoons' to: contact@inaplanetofourown.net

or snail mail to:

Cartoons - in a planet of our own

IDC, IIT Bombay
Powai, Mumbai
400076
India

19th Triennial Congress of the
International Ergonomics Association

MELBOURNE • 9–14 August 2015

www.iea2015.org

Reaching Out
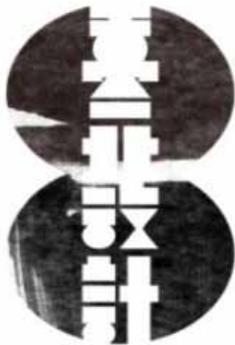
Taipei International Design Award 2015

::: You are here : Home > Information List

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#LDF15

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TAKES
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Design
Cape Town
12-23
AUG
2015

JOB OPENINGS

1. RUBIKA INDIA hosted at DSK International Campus, in Pune, is linked to RUBIKA France. Its a creative campus nurturing 3 schools: Supinfocom for Animation, Supinfogame for video game and ISD for Industrial design.

ISD RUBIKA graduates in Product Design, Transportation Design and Digital Design are placed internationally.

We strives to deliver graduates who are passionate and fit for international career.

ISD RUBIKA INDIA is seeking an excellent transportation design instructor with a demonstrated records of accomplishments with minimum 5 years of experience. Please, read the enclosed job description.

If you think you are qualified for the role and could contribute your best in shaping young designers, feel free to send me directly a cover letter + resume + PDF format of your portfolio.

Please, use the subject as Transport Design Instructor - YOUR NAME for your expression of interest.

Email of correspondence is : benjamin.delaoutre@dskisd.com

2. Adjunct/ Full-time Faculty for Interior Design/ Product Design required at GD Goenka School of Design. Preferably from Gurgaon/ Delhi NCR. Contact Dr. Sanjay Gupta
Posted by: Sanjay Gupta <texpression@yahoo. com>

3. RUBIKA INDIA hosted at DSK International Campus, in Pune, is linked to RUBIKA France.
 Its a creative campus nurturing 3 schools: Supinfo-com for Animation, Supinfogame for video game and ISD for Industrial design. ISD RUBIKA gra-duates in Product Design, Transportation Design and Digital Design are placed internationally. We strives to deliver graduates who are passionate and fit for international career.
ISD RUBIKA INDIA is seeking an excellent Model-Maker - Prototype instructor with a demonstrated records of accomplishments with minimum 5 years of experience.
If you think you are qualified for the role and could contribute your best in shaping young designers, feel free to send me directly a cover letter + re-sume + PDF format of your portfolio.
Please, use the subject as Model-Maker - Proto-type Instructor - YOUR NAME for your expression of interest.
Email of correspondence is : benjamin.delaoutre@ dskisd.com

4. RUBIKA INDIA hosted at DSK International Campus, in Pune, is linked to RUBIKA France. Its a creative campus nurturing 3 schools: Supinfo-com for Animation, Supinfogame for video game and ISD for Industrial design. ISD RUBIKA gra-duates in Product Design, Transportation Design and Digital Design are placed internationally. We strives to deliver graduates who are passionate and fit for international career. ISD RUBIKA INDIA is seeking an excellent Engineer design instructor with a demonstrated records of accomplishments with minimum 5 years of experience.

If you think you are qualified for the role and could contribute your best in shaping young designers, feel free to send me directly a cover letter + resume + PDF format of your portfolio.

Please, use the subject as Design Engineer Instructor - YOUR NAME for your expression of interest.

5. Crompton Greaves Ltd is looking forward to recruit Product/Industrial Designers with 3-8 years experience in appliances domain.

Job Description :

- The candidate should be a Bachelor's and/or Master's degree in Industrial/Product design with experience of 3-8 years in product design, preferably consumer goods

- Should have excellent sense of style backed by a very good understanding of trends and informed point of view with a passion for design.

- Should have strong conceptual thinking ability, with excellent problem solving skills and attention to detail

- Demonstrated knowledge of key Industrial design processes starting from consumer research, all the way through conceptualization, visualization, detailing, mock-up building, validation and conversion

- Positive thinker and team player attributes, able to interact with different business functions like marketing, engineering, manufacturing, procurement etc. for effective presentation and refined interpersonal skills

- Having Strong skills in Rhino, Solid Works, Keyshot, software like Photoshop, Illustrator, CorelDRAW, etc

- Strong understanding of processes, materials and mechanisms demonstrated through examples Interested candidates can send their resume and portfolio in pdf format to devesh.yadav@cgglobal.com (attachment should not exceed 10mb)

6. Looking for visual designer 0-3 years Experience in Mobile and web UI , interested candidates please send their resume with portfolio link to below mentioned mail ID

rajesh.kattampally@marlabs.com

please refer the JD mentioned below

UX/UI Designer 2-4yrs

Roles & Responsibilities:

·Design intuitive user experience for our software products/ Services

·Strong command on UI/UX fundamentals.

·Design mobile, web and online control panels interfaces.

·Overall responsibility for understanding a customer's brief and converting that into appealing, highly usable interfaces.

·Prepares low fidelity prototypes of sites/features (ranging from paper-and-pencil concepts to wireframes or interactive prototypes) for internal review and brain storming.

·Capable of gauging technical feasibility of the prototype.

·Presents high fidelity designs/mock-ups to the customer for review/iteration/approval.

-Track to closure all review issues to the satisfaction of reviewer(s) within the company process framework this process effectively and efficiently.

Required:-

·Minimum 1-4 years of experience as an UI/UX Designer.

·Understand the specifications of an interface / screen and translate the same into appropriate visuals using principles of page layout and aesthetic design concepts.

·Strong port-folio that showcases creative problem solving

·Visual Design: Photoshop, Illustrator, and Corel Draw.

·Good eye for aesthetics: layout, grid systems, color theory and typography.

·Strong understanding of mobile platforms, particularly iOS and Android.

·Understanding of the limitations of web and mobile, with approaches /ideas to flex those boundaries.

·Candidate must absolutely be in sync with recent design standards and trends.

·Resource should be strong in communication.
·Resource should have Design degree from re-
puted institution

7. About Yink

The 3D's of Yink.

Discover trending topics in areas of your interest.

Discover and interact with like-minded people around these topics.

Get discovered by brands who are aligned to areas of your interest.

Vibrant Communities around niche interest which is all around discovering.

We are looking for a talented UI Designer to craft amazing user experiences for mobile app.

The ideal candidate should have an eye for clean and artful design, possess superior UI skills and be able to translate requirements into usable interfaces which are beautiful, intuitive, and functional.

Responsibilities

- Translating wireframes to visual designs

- Create style guide, visual elements, icons and design patterns.

- Hands on with Typography and use of colors, images and fonts.

- Understanding or Willingness to learn design guidelines for mobile platforms - iOS , Android

- Participate in the ideation, conceptualization and execution of the designs.

- High attention to details and the quality

http://www.yinkapp.com/

Location - Pune.

Exp - 0-5 years

Salary no bar for the right candidate. Options for Esops.

Interested folks kindly share your CV & Portfolio link to jenil@yinkapp.com

8. SAS R&D India. Pvt. Ltd seeks a user experience professional for its R&D User Experience team, at Pune.

Role: User Experience Designer

As a member of the R&D Usability group, this person will be responsible for designing user experiences for SAS solutions and products. The duties of this position will include conducting usability research, synthesizing and designing interactions, and producing detailed UI design specifications; ensuring user interface consistency within a multi-application suite; creating and maintaining usability standards; evaluating new technology, and other duties as assigned.

Expectations:

- Works on a single product or product suite.

- Focuses on user goals and needs and the flow of tasks to achieve those goals.

- Designs and conducts usability field studies & contextual design projects.

- Influences the product development team to support UCD.

- Demonstrates awareness of market/ competitors and knowledge of users in problem solving.

- Independently develops long term strategy for usability work on product.

- Communication and presentation skills necessary to present, explain, negotiate, and monitor design solutions.

Primary responsibilities:

- Performs research focused on understanding work practice and user behaviour as individuals and as part of a work group.

- Interacts with customers, user groups, and marketing to identify functional requirements.

- Works in cross functional teams to translate functional requirements into system design.

- Designs, develop, and document high level and detailed prototypes to effectively communicate designs.

- Runs design reviews and usability tests with key stakeholders and representative users to validate designs.

- Produces specifications describing the ap-

pearance and behaviour of the user interface for a product in development.

Technical Skills:

- Creates screen designs using image processing tools like Photoshop, Fireworks and MS Visio.

- Develops functional prototypes using latest technologies.

- Familiar with UI guidelines for relevant development platforms like Windows, Swing and Eclipse, Flex/Flash.

Educational Background:

Bachelor's degree in Computer Science, Design, Human-Computer Interaction, Computer Graphics, Cognitive Psychology, or related field.

User interface design experience.

Work Experience:

Minimum years of experience: 2 years

Maximum years of experience: 6 to 8 years

About SAS:

SAS is No.1 on FORTUNE magazine's annual «100 Best Companies to Work For» list in America. SAS has made the list all 13 years since it was first established in 1998. This is the seventh time SAS has been in the top 10 and the fifth time in the top five.

SAS R&D India (Pvt.) Ltd., a wholly owned subsidiary of SAS Inc., USA, located in Pune, India, has been established as a key Development Center for research and development of products and solutions of SAS. The R&D center employs over 280 personnel with technical and business expertise to support and augment the initiatives undertaken by SAS.

To apply, please perform either of the following actions:

- Please call to our Talent Acquisition team @ 020 3041 8700

- Mail your resume and portfolio link to either of the following emails:

Supreet.Kakroo@sas.com

Yogesh.Bhide@sas.com

9. Business Intelligence Analytics Core Innovation ,User Experience team is spread

across various SAP location including India, Germany, Canada, France, China and US.
The team's mission is to design and deliver beautiful and high quality product experience that provide users with seamless and simple user interfaces for BI Analytics users. This is achieved through extensive user research, user centric design methodology, task analysis, definition of detailed use cases and end user personas, interaction design and extensive usability testing.

Desired Candidate :

•   Minimum of 2-3 years experience in Interaction design.

•   Experience in designing application for Desktop , HTML 5 and Responsive Design

•   Experience working with global, cross-functional teams.

Responsibilities:

·   Handle project end to end from conceptualization to execution with development.

·   Gather functional and business requirements and conceptualize to interaction flows. This includes defining personas, creating user stories and use cases and validating with SAP customers.

·   Define information architecture and UI interaction flow of Desktop web and mobile apps from concept to completion

·   Develop user interface designs flows and interaction using various prototyping techniques and documented in UI specification

·   Verify designs through customer reviews, design council validations or formative usability testing.

·   Provide Ux support to development team to execute the design during development phase.

·   Collaborate with fellow interaction designers across the globe and work with visual designers and product owners .

·   Play the role of the end user and evangelize the importance of Ux and simplicity within different development teams.

Qualifications / Requirements:

·   Degree in Information Design, Human-Computer Interaction or related field.

·   Exceptional portfolio showcasing a wide range of interaction design work in business and consumer applications (Please include your portfolio or

a link so we can access.)

·   Broad experience in user experience projects encompassing entire life cycle from user research through design to validation

·   Experience with tools such as Illustrator, Photoshop , Axure

·   Outstanding presentation and interpersonal communication skills.

·   Interested candidate may apply with their updated CV and portfolio to sujit.ramesh.a@sap.com

10.

We are a bunch of engineers/MBAs/sports fans - passionate about building a delightful product for the Indian sports fan which will be the next big thing in sports coverage in India. We have a lot of ideas for the future and we are looking to build and grow rapidly!We are building the first version of our website, and we are looking for pro designers who can come in and guide on UI/UX for the responsive website we are creating, significantly more on UX.

Key responsibilities include:

Design the overall look and feel of the website (themes, layouts, common branding etc.)

Create beautiful, attractive and user-friendly web pages from the basic mock-ups we have put together, photo-shop version also would do

Design overall logo for our brand

You will have full freedom to implement things and influence how we shape up!

Requirements: 3+ years experience, extensive knowledge on UI/UX, advanced experience on Axure/Adobe CS/etc and a proven track record

Compensation and Perks: Will match and exceed industry standards!

Duration: ~15-20 days to begin with

If you are passionate about user-centered design, a team-player, can deliver at a rapid pace, and most importantly, love sports we would love to have you on-board! Please mail us and we will get in touch with you!

Please post all your replies to jobs@sportscafe.in or call up Sahil at 9167055548.

11. Can you dream up the worlds a kid can explore? Creating characters, sets, props, color scripts, and other art and bring them all to life?

We've been signed on by an NGO to develop a series of simple animated shorts for their children's books.

The books are part of educative workshops done in public schools across the country for children around 11-14 .

The job on hand:

Animated short films.

The initial film will be around 6-7 mins in length totally and will have fun elements based on their content.

This is mostly 2-D work with animation & gags worked in.

Preference will be given to those with work and test samples, kick-ass Character Development skills, and an eye for color .

The final product will be featured as open source material on the web (with due credit given to the animation team).

So if you think you can create ideas and tell stories that delight, entertain and buzz with children, get in touch.

Please write to hrishikesh@glassvfx.com

12. We at GE Healthcare Design Studio (eCube) are looking for an Enthusiastic, Open minded & a fine Interaction designer to join us. If the following description appeals you, please send across your resume & portfolio at abhishek.sahu@ge.com

Glimpse of studio environment could be seen recently published video (after 4:30 min)

http://arstechnica.com/science/2015/06/talking-wind-and-medical-research-at-bangalores-jf-welch-technology-center/

Interaction designer would work within global design and cross-functional product development teams. Key responsibilities include:

1.   Create intuitive and compelling digital user interactions.

2.   Create advance/ futuristic concepts.

3.   Lead end to end user research which

includes study of environment, workflow, people to people interaction and human to device interaction. Conduct design thinking workshops to co-create solutions.

Please find complete job description in the link below

https://xjobs.brassring.com/tgwebhost/job-details.aspx?partnerid=54&siteid=5346&jobid=1247142

Please reach me at abhishek.sahu@ge.com.

13. Yink is our new startup where we have secured a generous seed funding from a leading incubator. We are setting up as a Singapore entity, and plan to launch globally, although it will be HQed out of Pune for 12 months at least.

Public announcement soon, so keep it between us until then :)

Will be great if you can recommend brilliant people for the same. Just in case, it suits your interest / expertise, I would LOVE to talk to you more about this incredible journey.

About Yink:

Yink is where we are marrying social media with crowdsourcing : a platform for mobile communities to engage in visual dialogues on topics of interest. Yink is being built by the founding & core team of Letsintern (most visited internship platform globally last year)

- Users (Yinkers) discover trending topics in areas of their interest.

- Discover and interact with like-minded people around these topics.

- Get discovered by brands who are aligned to areas of your interest.

Some stuff is up on www.yinkapp.com, Medium blog, and more in-person.

We are looking for a talented Visual Designer (or one with leadership / vision in design) to craft amazing user experiences for mobile apps (iOS & Android). The ideal candidate should have an eye for clean and artful design, possess superior UI skills, and be able to translate requirements into usable interfaces which are beautiful, intuitive, and functional.

Responsibilities:
- Translating wireframes to visual designs. Create style guide, visual elements, icons and design patterns.
- Hands on with typography, and use of colors, images and fonts.
- Expertise or keenness to learn design guidelines for mobile platforms.
- iOS , Android - Participate in the ideation, conceptualization and execution of the designs. High attention to details and the quality
- Contributing to product ideas, features and user experience as part of the core team.
Location - Pune. Exp 0-5 years.Skill and vision matters.
Salary is not a constraint for the right candidate. We'll work that out if we want you, and you us.
Interested folks kindly share your CV & Portfolio link to jenil@yinkapp.com

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Readers are requested to express their views about our newsletter to the Editor

Feedback@designforall.in

Dear Friends,
We need your feedback on our publication and your support for popularizing the concept of our social movement of Design For All/ Universal/ Barrier free/ Inclusive Design. It is our further request kindly submit your latest articles, research findings , news and events with us for publication in our newsletter.
With regards
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Design For All Institute of India
www.designforall.in
dr_subha@yahoo.com
Tel:91-11-27853470(R)

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Editor@designforall.in

The views expressed in the signed articles do not necessarily reflect the official views of the Design for All Institute of India.

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