[=]LTA
LiveTextAccess

UNIT 1

Element 1 – Learning Outcome 2

TRANSCRIPT: UNIVERSAL DESIGN ACCESSIBILITY AND USABILITY. PART 1.

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LiveTextAccess. Training for real-time intralingual subtitlers.

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This is Unit 1. Understanding accessibility. Element 1. Basic concepts.

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This video lecture revolves around environments and how they can be designed to be accessible for persons with a diverse range of abilities and capabilities. To this end, we will discuss the concepts of accessibility, usability, and Universal Design. This video lecture has 2 parts. This is part 1 and deals with the concept of Universal Design.

My name is Rocío Bernabé Caro, from the Internationale Hochschule SDI München, in Germany. I have prepared this video lecture in collaboration with Piero Cavallo and the European Federation of Hard-of-Hearing, in short EFHOH.

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On completion of part 1 and part 2 of this training sequence, you will be able to explain the differences between the concepts of usability, accessibility and Universal Design.

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The agenda. First, we will discuss what Universal Design means and will watch a video explaining the 7 principles of Universal Design. We have embedded this video in our video lecture to provide accessibility through subtitles. The authors of this video are The Center for Independent Living, which has several very interesting videos in the Internet. We have not modified the content, which is accessible through YouTube. You can find the original video in the playlist of Unit 1.

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So, what do we mean by Universal design?

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Universal Design is also known as Inclusive Design or Design for all.

Universal Design is a design philosophy that aims to create products that are usable by as many users as possible, which actually includes persons with a disability.

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Ronald Mace inspired this design philosophy. Ronald Mace was born in the United States. And at the age of 9, he contracted polio, which led him to use a wheelchair. Ronald Mace worked as an architect, product designer, educator, and consultant.

Some years after he graduated from North Carolina State University, Mace focused on designing accessible houses with a "universal design".

His design philosophy was to design things that are visually pleasing and more universally usable by all people.

Indeed, in his last speech at the International Conference in New York in 1998, he defined the expression "Universal Design" more in detail and underpins 2 main aspects.

Firstly, he said that there is no such a thing as "universally usable", at least to his knowledge, but he said that the use of the term is relevant because it reflects the goal well.

Secondly, he mentions that Universal Design is for all people, not only for disabled people or people with a disability. Interestingly, he points out that Universal Design assumes that all people have or will have a disability at a certain stage in their lives.

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Ronald Mace defined 7 principles that aim at guiding the process of designing universally or, in other words, for all. The principles apply not only to physical environments, like buildings, but also to products, communications, and services.

As principles, they can be used to guide a creation process but also to evaluate existing designs, and to raise awareness amongst designers and consumers.

The following video explains these 7 principles. At the end of the video, you will have to answer a little question before completing the video lecture. Let's go for that.

[Subtitles of the video]

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Now, let's see how many of the principles do you remember. The countdown starts now!

So, how many did you get right?

Yes, the principles are:

Principle 1: Equitable use.

Principle 2: Flexibility in use.

Principle 3: Simple and intuitive use.

Principle 4: Perceptible information.

Principle 5: Tolerance for error.

Principle 6: Low physical effort.

Principle 7: Size and space for approach and use.

OK, so now we are moving to part 2 of this video lecture.

11   Voiceover

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