Cognitive Accessibility 103

Jamie + Lion

Speech is hard

Hello, i’m Jamie

I’m Lion

Disclaimer.

This is **not science.**

I am **one** person, talking about how I use things.

This is **anecdote**, and i don't speak for all **autistic people**.

A bit about modelling disability, then a walk through of how i do things and the tools that help.

I'll end with a bit about the future.

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Impairment

Impairment

Impairment

Impairment

Environment

Environment

(Attitudes)

Environment

(Low Expectation)

Impairment
+ Environment
Disability

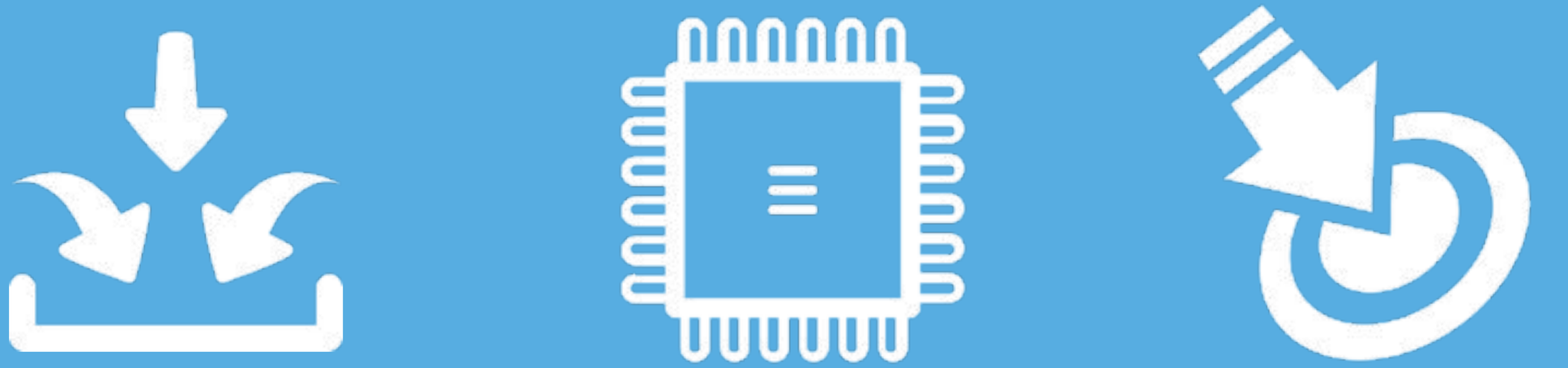
Impairment
+ Environment
Disability

} Social Model of Disability

As designers we disable people when we don’t get it right.

~~A bit about modelling disability,~~ then a walk through of how i do things and the tools that help.

I'll end with a bit about the future.


Receiving
Processing
Actioning

~~A bit about modelling disability, then a walk through of how i do things~~ and the tools that help.

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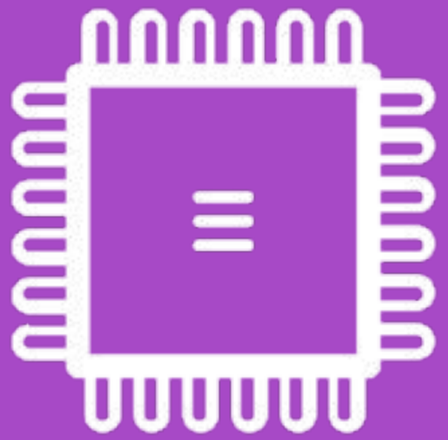
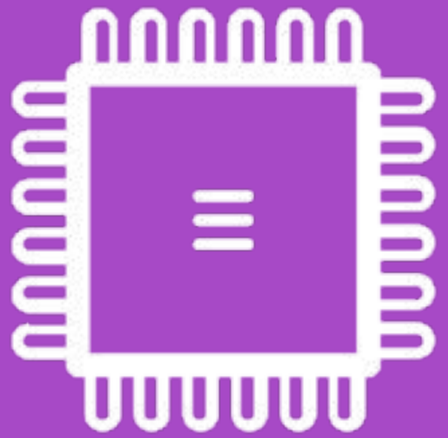


Receiving → Processing → Actioning



Receiving → Processing → Actioning

Perception

Affordance

Perception.

The environment needs to provide me with information in clear ways without assuming to much context.

Good Example:

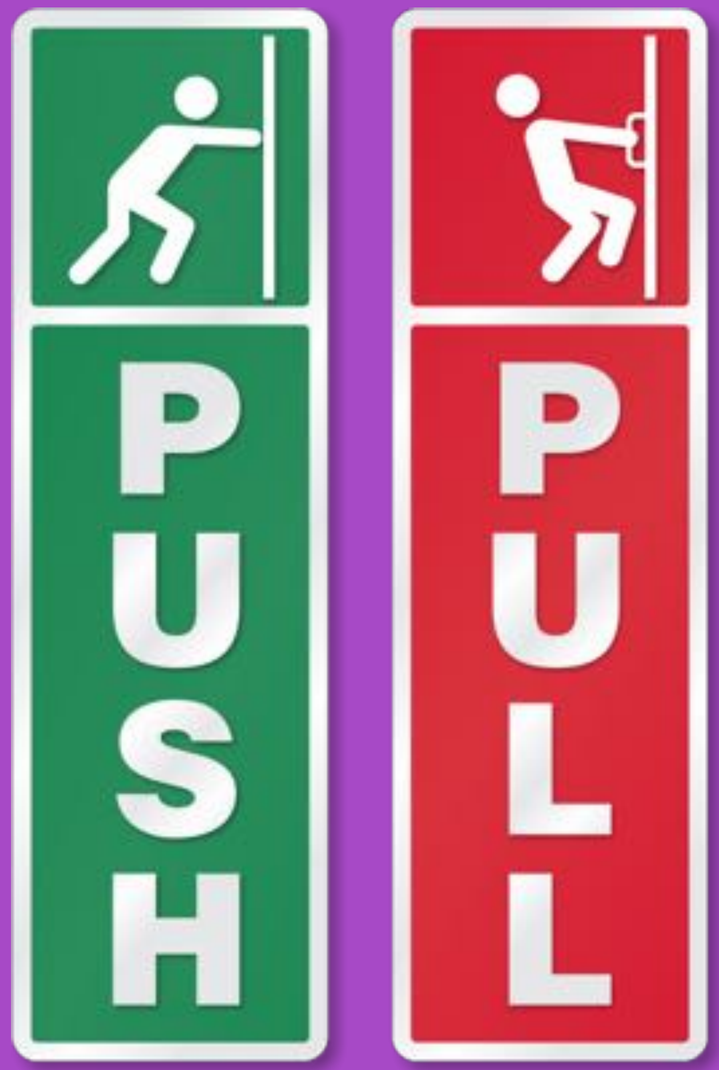
Nest protect - verbal warning, instructions on how to resolve

Perception.

The environment needs to provide me with information in clear ways without assuming to much context.

Good Example:

Good contrast - ensure i can see and access the design.

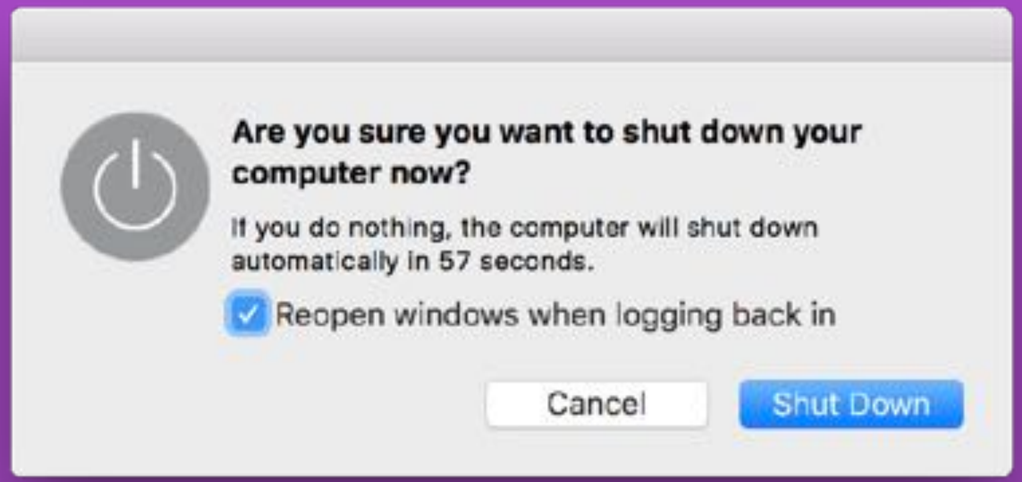


Affordances.

The environment needs to make possible actions easy to see and comprehend.

Good Example:

Push / Pull door signs, works + images + colour.



Affordances.

The environment needs to make possible actions easy to see and comprehend.

Good Example:

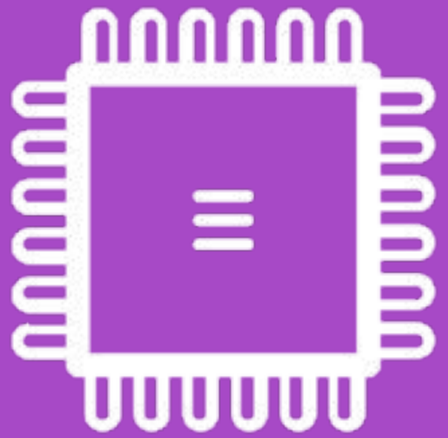
Visual buttons with shadows and gradiants.

Affordances.

The environment needs to make possible actions easy to see and comprehend.

Bad Example:

Non standard, confusing, no indication of what i can do or how to start.



Receiving → **Processing** → **Actioning**

Perception

Affordance

Filtering

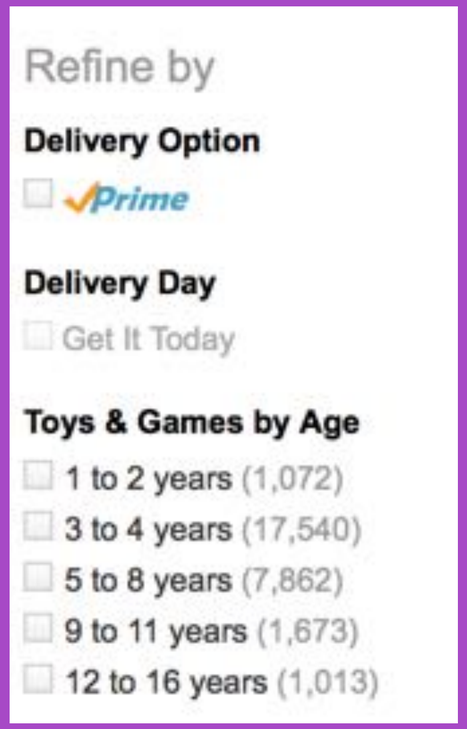
Deciding

Filtering.

Give me control of options and sensory input. Allow me choices, never assume ability.

Good Example:

Plantronics® BackBeat PRO, noise cancelling headphones. Filtering noise.



Filtering.

Give me control of options and sensory input. Allow me choices, never assume ability.

Good Example:

Amazon search result filtering

Filtering.

Give me control of options and sensory input. Allow me choices, never assume ability.

Good Example:

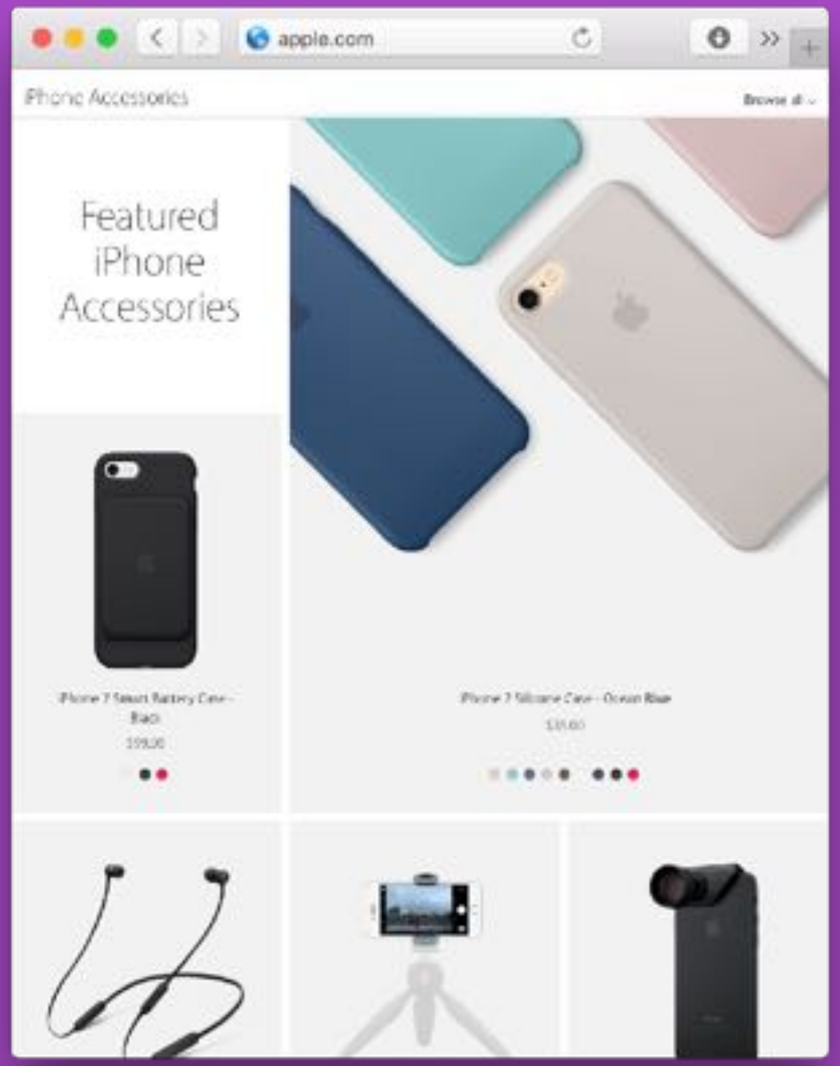
Zooming into pages to reduce visual overload.

Deciding.

I need to make decisions. Make it clear to me what decisions i can make and what the consequences are.

Good Example:

Undo, Cancel, Clear. Long Timeouts.

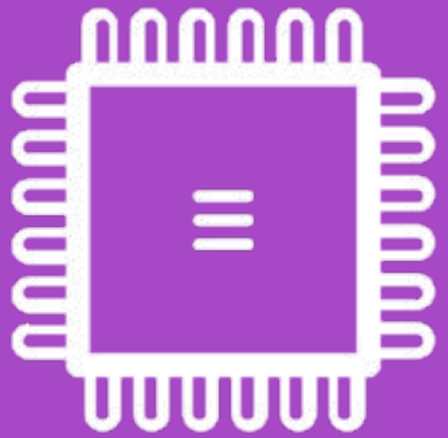


Deciding.

I need to make decisions. Make it clear to me what decisions i can make and what the consequences are.

Good Example:

Apple featured products. Highlight good choices.



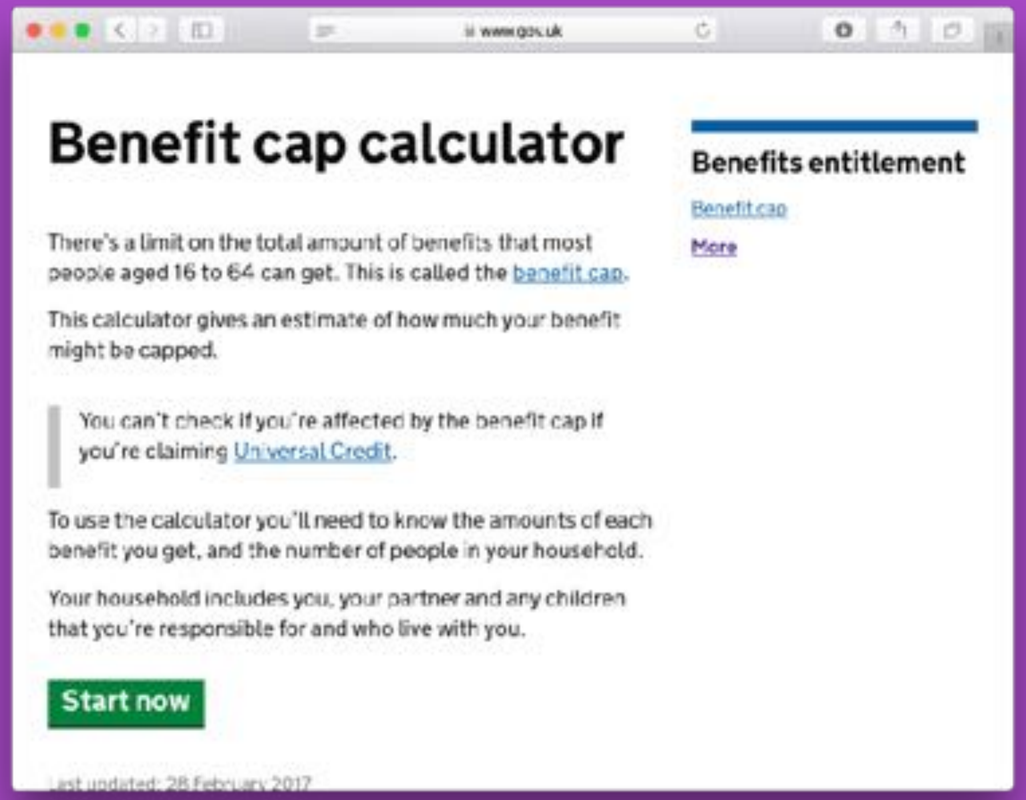
Receiving	→	Processing	→	Actioning
Perception		Filtering		Planning
Affordance		Deciding		Doing

Planning.

The environment needs to give me time to plan how to achieve a desired action (movements, words etc).

Good Example:

Count down traffic lights.

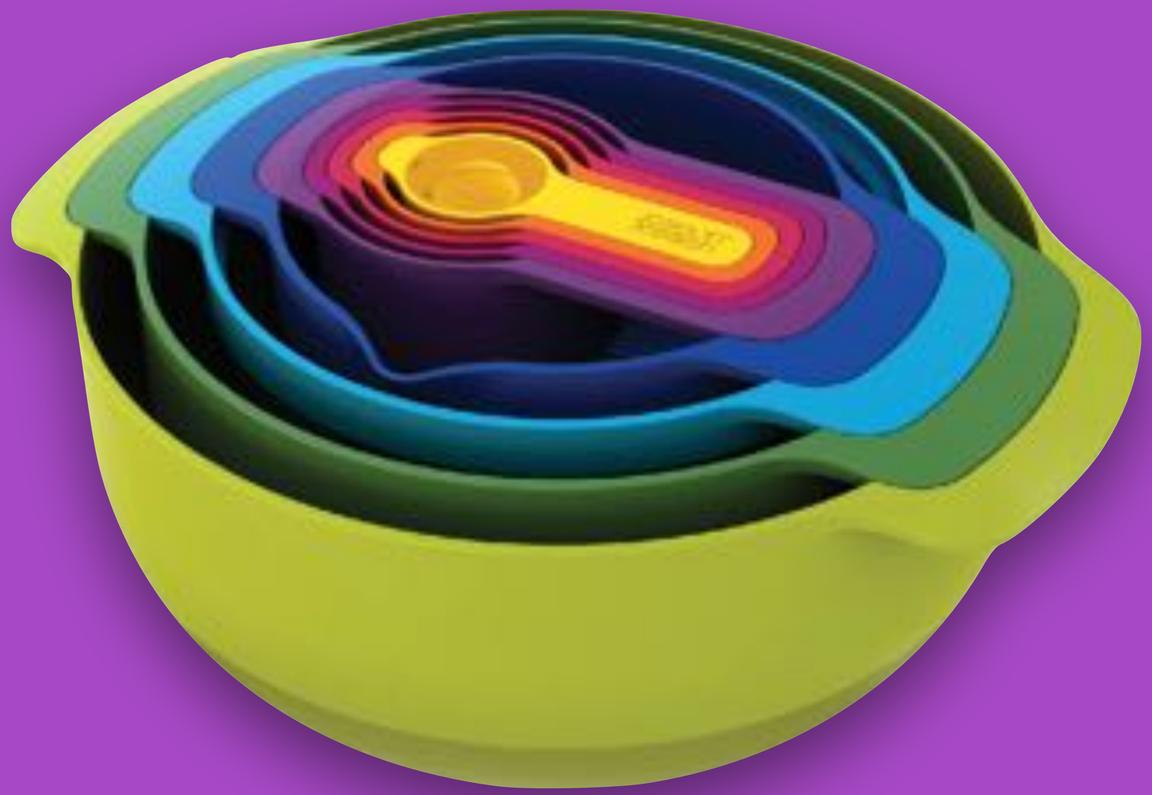


Planning.

The environment needs to give me time to plan how to achieve a desired action (movements, words etc).

Good Example:

Tell me what needed.



Doing.

The environment need to allow me to do thing i have decided to do.

Good Example:

Quiet spaces.

Physical access.

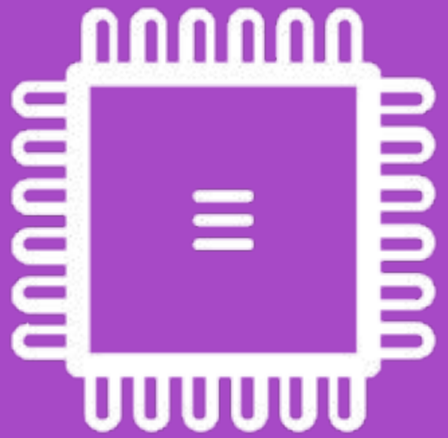
Easy tools

Doing.

The environment need to allow me to do thing i have decided to do.

Good Example:

Voiceover, enabling me to complete action.



Receiving	→	Processing	→	Actioning
Perception		Filtering		Planning
Affordance		Deciding		Doing

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The Future.

What is usable?

More variety is a good thing.

Diverse / Impaired / Distracted

Neurological Diversity (Neurodiversity)

Thank You.

Credits:
Icons from the Noun Project
Thanks to my team
Big thanks to BBC for calling this my job