Conceptualizing Universal Design for the Information Society

Universal Design

"...the design of [technology] to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design [emphasis added]" Article 2 CRPD "To undertake or promote research and development of universally designed goods, services, equipment and facilities"

Article 4 CRPD

"...the design of [technology] to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design"

Article 2 of the Convention on the Rights of Persons with Disabilities

Design

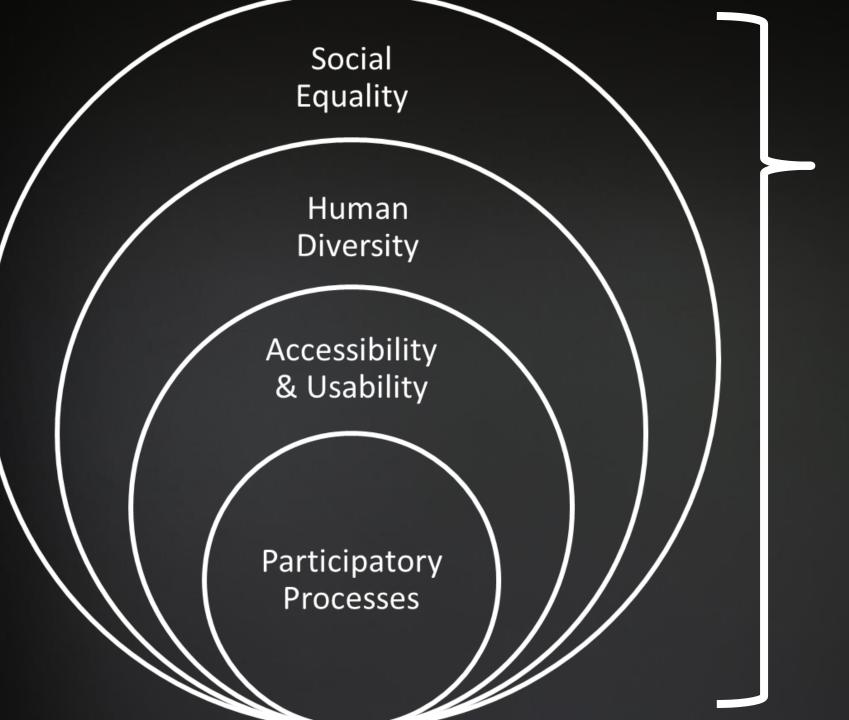
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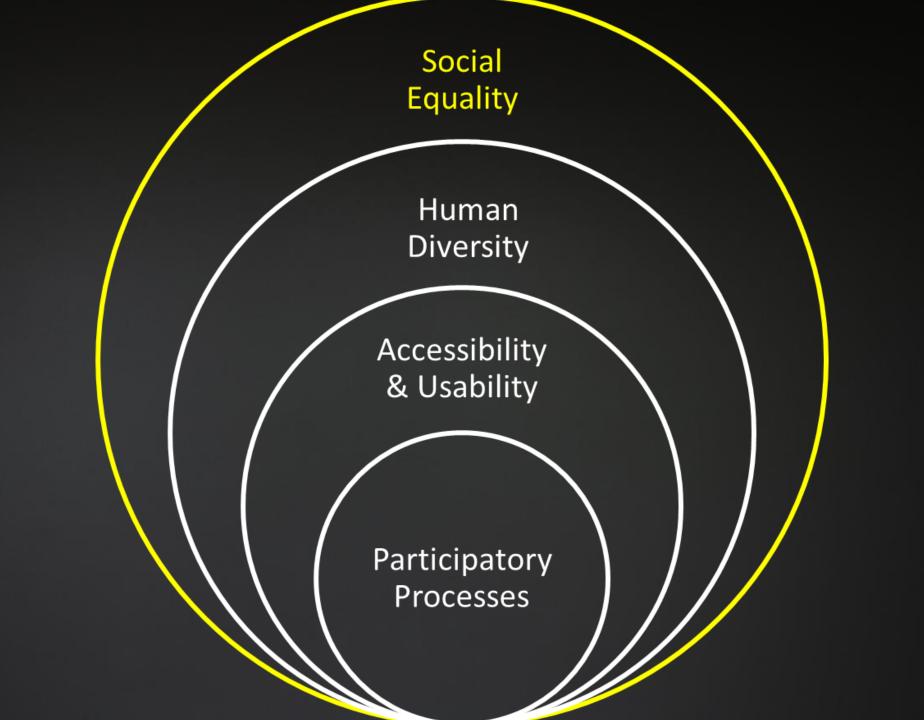
Usable Efficient Effective Satisfying

"...the design of [technology] to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design"

Article 2 of the Convention on the Rights of Persons with Disabilities

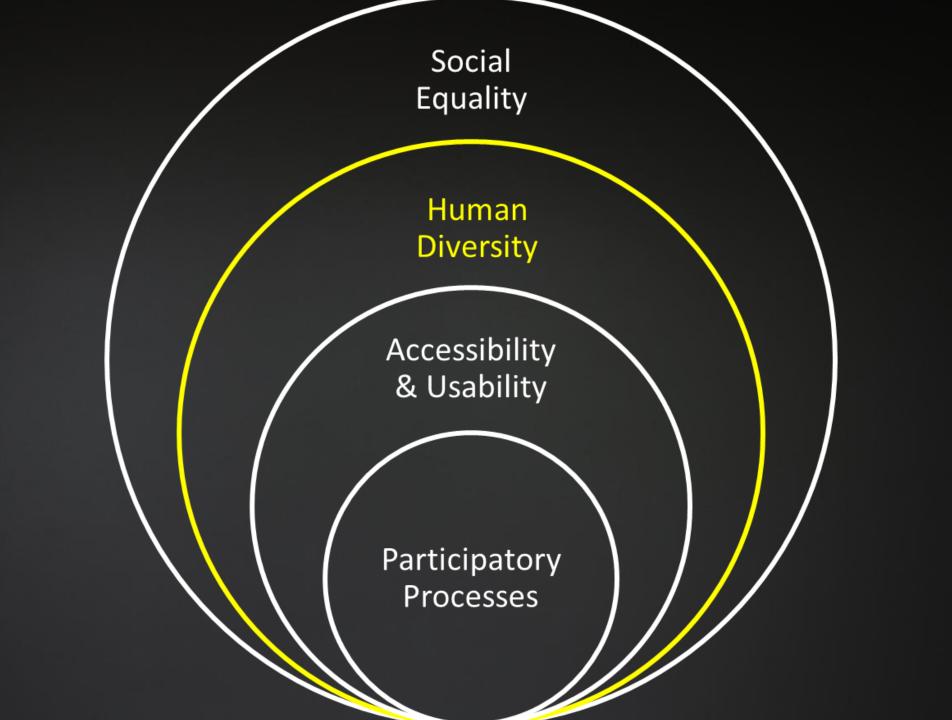


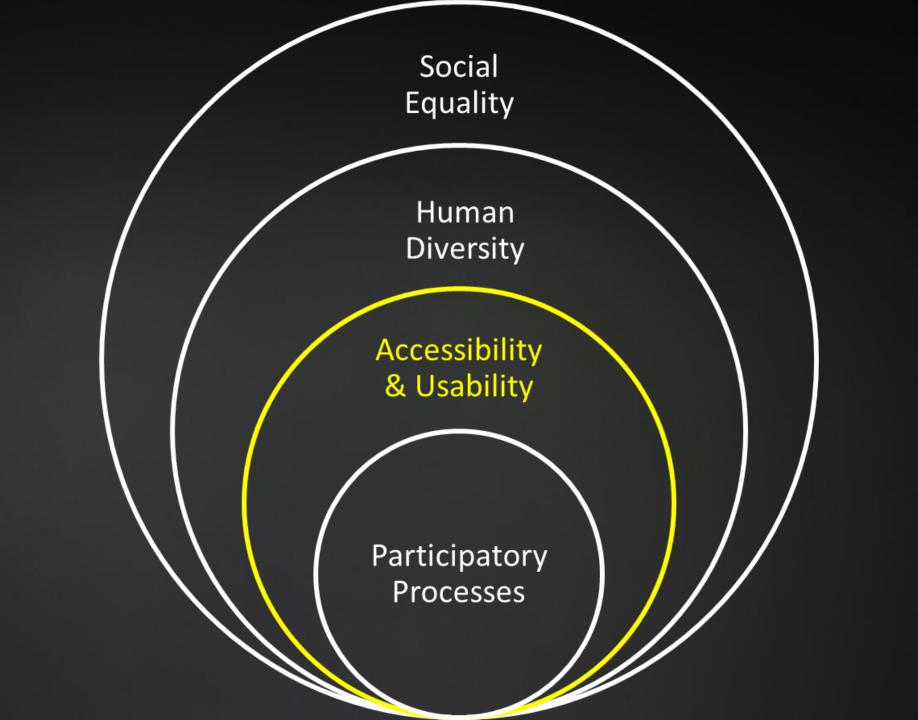
Principles of Universal Design for the Information Society

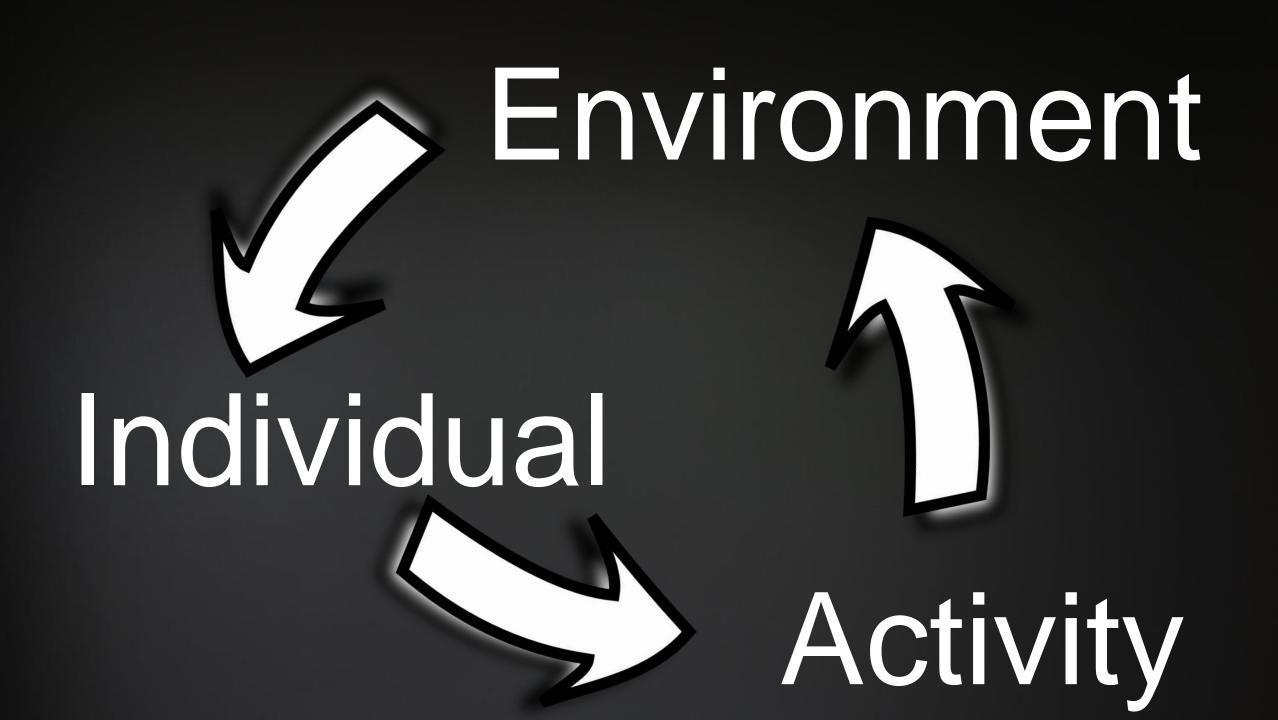


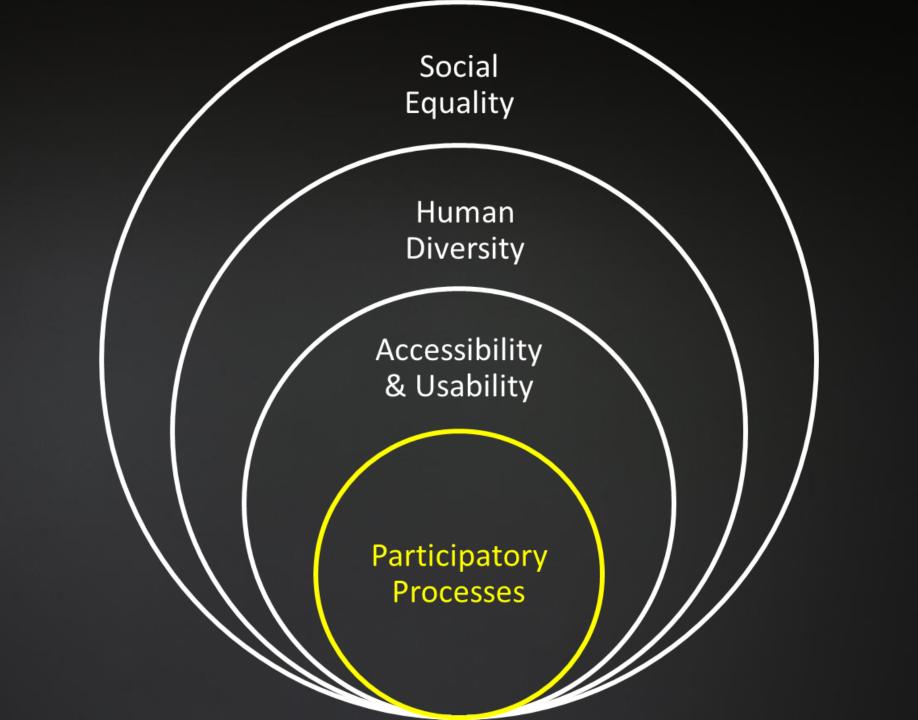




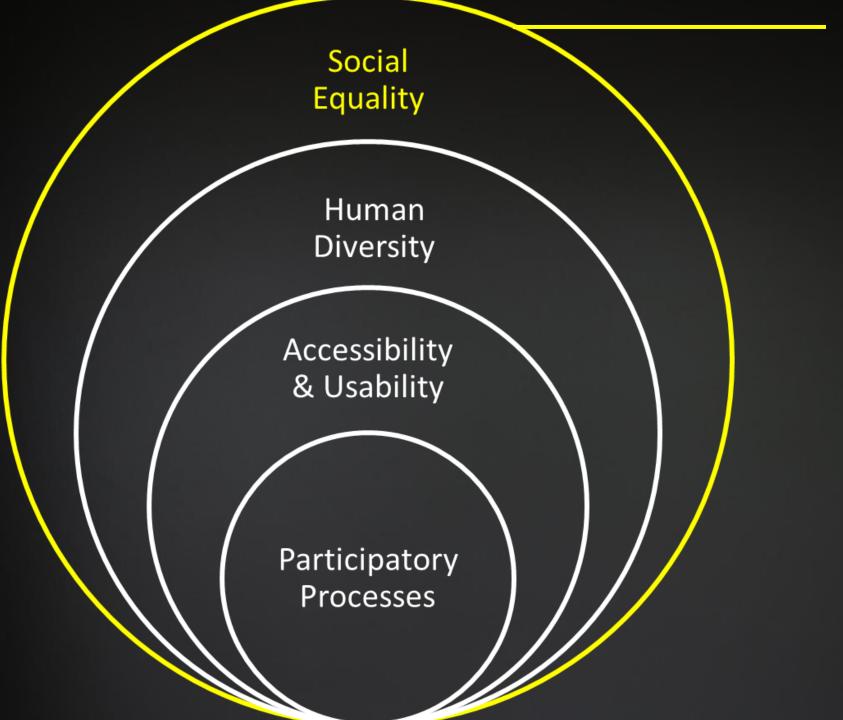




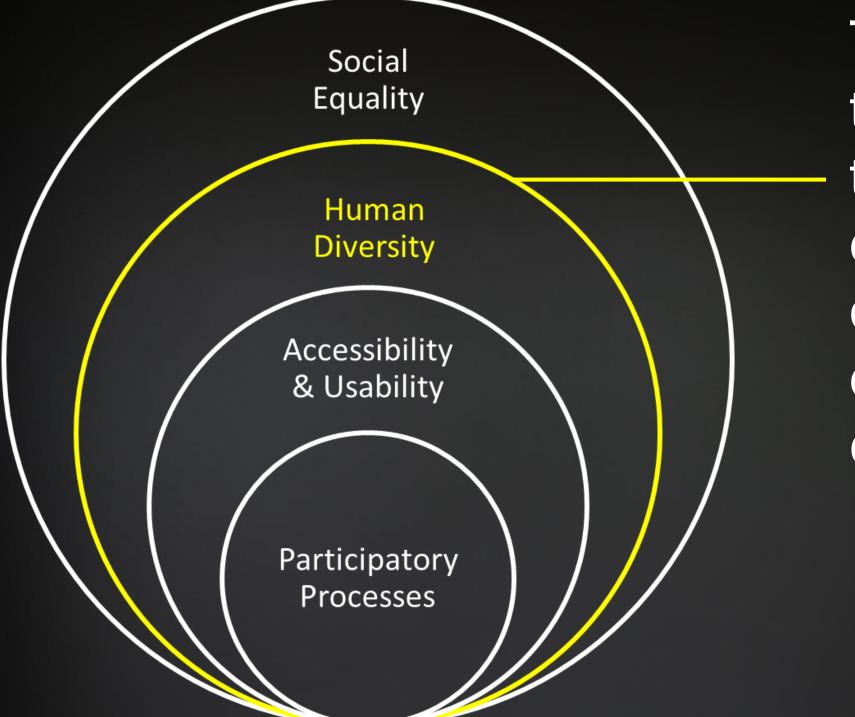




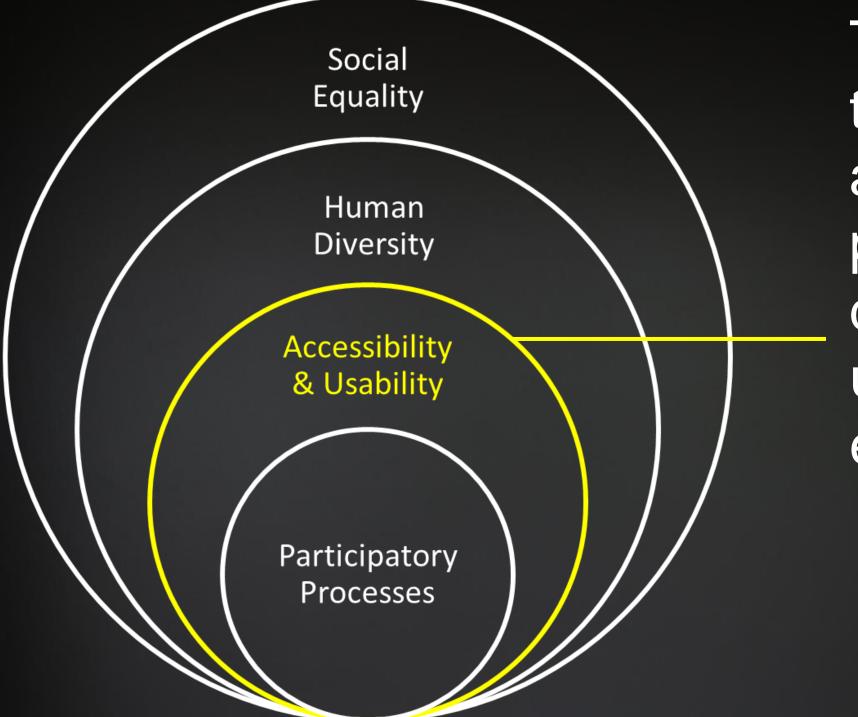
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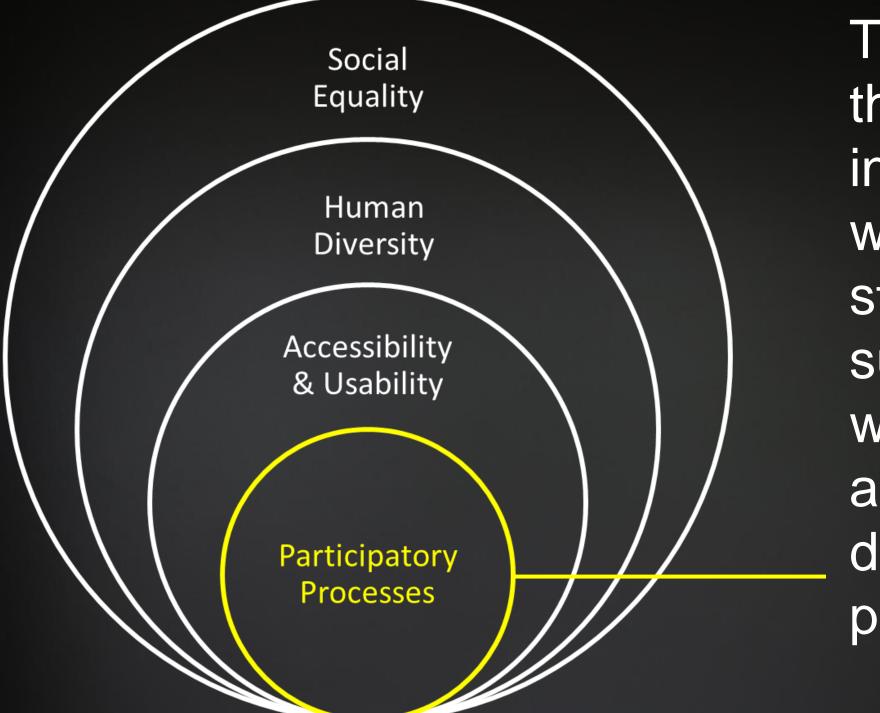
Designing technology that everyone can use equally.



Technologies that recognize the barriers that different forms of social disadvantage create.



Technologies that are accessible for persons with disabilities and usable for everyone.



Technologies that are designed in collaboration with key stakeholders such as persons with disabilities and other socially disadvantaged persons



Anthony Giannoumis



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