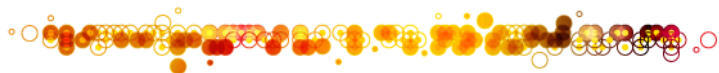




# TEKNOLOGI FOR ALLE



A little more than 3 tips





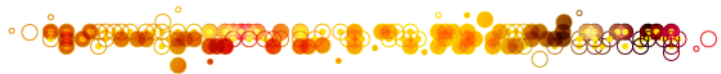
# TEKNOLOGI FOR ALLE



Teknologi for alle er en avdeling i Norges Blindforbund som tilbyr kommersielle tjenester innenfor universell utforming.

Vi tilbyr:

- Ekspert- og brukertester
- Foredrag, kurs og workshop
- Rådgivning - strategisk, teknisk og praktisk





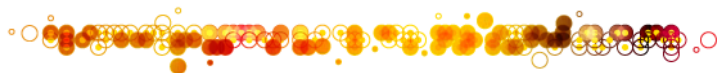
# TEKNOLOGI FOR ALLE



Stein Erik Skotkjerra  
@skotkjerra on twitter



Linkedin:  
<https://www.linkedin.com/in/skotkjerra>





# TEKNOLOGI FOR ALLE



What is universal design...really?

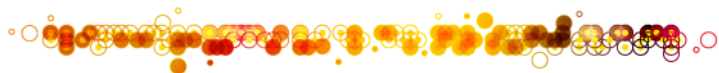
What are user needs, and how do we find them??

How can we measure universal design?

Principles for design

Principles for code

Practical examples

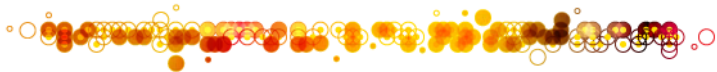




# TEKNOLOGI FOR ALLE



Making Things easier to use, healthier and friendlier  
(Ed Steinfeld)

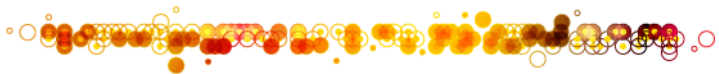




# TEKNOLOGI FOR ALLE



Constraints make good designers great, bad designers obvious  
(Elle Waters, @nethermind på twitter)





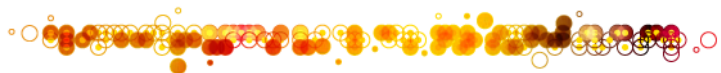
# TEKNOLOGI FOR ALLE



diversity

values

process



# Multiple factors

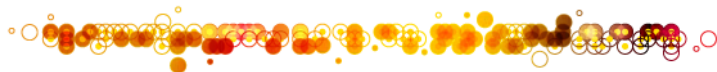
Age

Culture

Language

Technology

Preferences

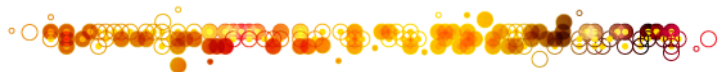




# Universal design is really about...

-Making good user experiences.

We do not know who the user is, so we make as good services as possible, take into account known challenges, and design for flexibility..



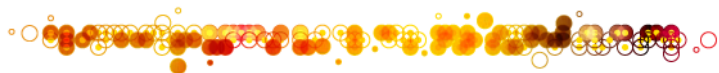


TEKNOLOGI FOR ALLE



# Design for extremes

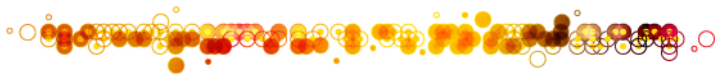
...And reach everybody



# User needs

Users don't know what their needs are.

A users opinion is not a groups need.



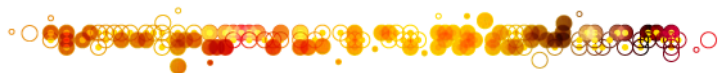
# How do we discover user needs?

Challenge the boundaries

Try, test, fail, try again....

Focus groups

Usability testing



# The 5 Es

Effective

Efficient

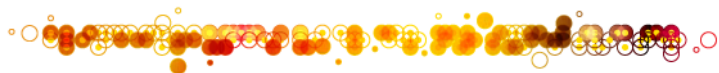
Easy to learn

Engaging

Error tolerant



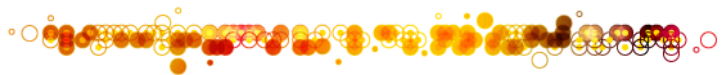
<http://wqusability.com/articles/getting-started.html>





TEKNOLOGI FOR ALLE

Inspire,, don't dictate

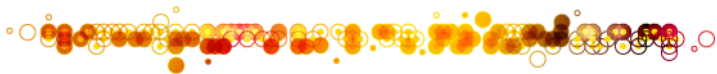




# TEKNOLOGI FOR ALLE



Integrate, don't decorate



# Design principles

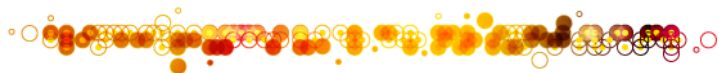
Simple and intuitive layout

Sufficient contrast

Easily readable

Visual guidelines

Clear indication of focus





# Principles for code

Semantic code

Can be operated by keyboard

Name, state and value

