

Sketchbook of the presentation titled, “Inclusive Design is Better Design,” by Christina Mallon at the AccessU event.

The graphic is completed in tones of teal, navy, red, and yellow. There are three main ideas along the top of the graphic, which are to recognize exclusion, learn from diversity, and solve for one, extend to all. Under “recognize exclusion,” there is a drawing of Twitter audio with a drawing of the Twitter logo on a computer screen. Under, “learn from diversity,” there is an example of photographing darker skin tones with a drawing of a camera and a person with dark brown skin. Under “solve for one, extend to all,” is a comment around technology and a drawing of a t-shirt with a circle around it that states, “adaptive fashion.” Along the bottom of the graphic is the process of inclusive design: notice, empath, define, ideate, prototype, test, reflect. On the left side of the graphic states that disability is not a health issue but rather, mismatched human interactions. There is a front of a pair of binoculars drawn with a face in each lens. Under one lens it reads, “Intersectionality lens,” and the other reads, “Intersecting identities.” On the top left of the graphic is a definition of inclusive design that reads, “Design methodology that emphasizes the contribution that understanding user diversity makes to informing these decisions and thus to including as many people as possible.”