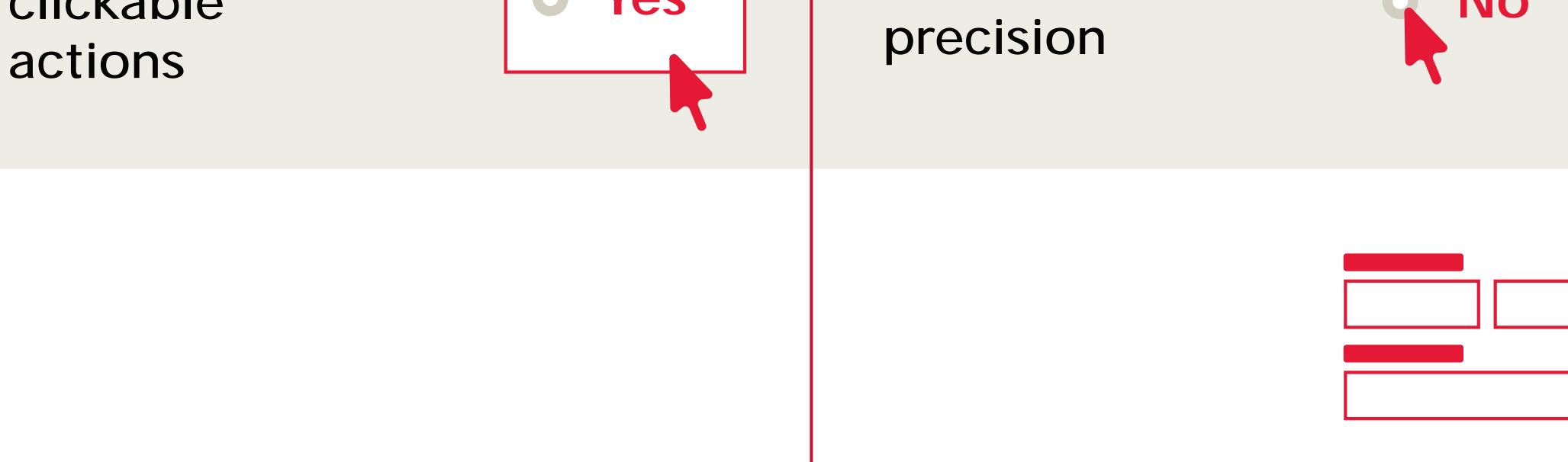
DESIGNING FOR USERS WITH Physical or Motor Disabilites



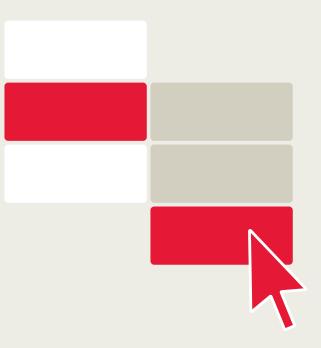
DO... DON'T... Make large clickable • Yes Demand



Design for keyboard or speech-only use



Make dynamic content that requires a lot of mouse movement



Design with mobile and touchscreen in mind



Have short timeout windows



