

Inclusive Design and Assistive Technology



What is the class about?

This course will explore research and design approaches to developing technology to support non-traditional computer users, including people with disabilities and chronic health conditions, older adults, children, and other underrepresented populations.

What will we do?

In this class, students will learn about approaches to designing for underrepresented users (inclusive design, universal design, Value Sensitive Design), work with members of the local community to identify user needs, and develop prototypes for alternative user interfaces (eyes-free touch interaction, tactile graphics, eye gaze user interfaces).

Who should take the class?

This course is for students who are interested in working closely with external user groups to solve accessibility problems and develop more inclusive technologies. **Prior experience in user-centered design and research (e.g., CSCI 3002 or 5839) is strongly recommended.** Pre-reqs: CSCI 2400 or equivalent (or permission of instructor).

Who is teaching it?

This course is taught by Shaun Kane (shaunkane.com), Assistant Professor of Computer Science and director of the Superhuman Computing Lab (superhuman.cs.colorado.edu).

What else do I need to know?

The course meets Mondays and Wednesdays from 4:30-5:45pm in ITLL 1B50.