Universal Design:
Creating programs that fit the needs of all students
Learning Outcomes

• Understand the basic concept of universal design

• Learn the 7 principles of universal design

• Be able to translate universal design principles to more effective programming

• Have 3-5 concrete examples of how universal design can be used in your programming
Ability and Universal Design

• What is ability?
  – An identity that focuses on the able-bodied state of an individual
  – Temporarily able bodied, temporarily disabled, disabled

• What is accessibility?
  – Usually refers to physical space, discusses access

• What is an accommodation?
  – Some that adjusts or adapts an environment
What is Universal Design?

• Universal Design focuses on ability identity

• Can be applied in any situation

• Makes programming/objects more accessible to residents

*The design of events, objects, or spaces to be usable by people of all ability levels*
Principles of Universal Design

• Equitable use
  – Events in an accessible location

• Flexibility in use
  – Choices! Bring a presenter & different ways to show and idea

• Simple and intuitive use
  – Avoid making it complicated, easy to complete surveys, clear advertisement

• Perceptible information
  – Advertise in different forms, make sure its legible
Principles of Universal Design

• Tolerance for error
  – Create program experiences where students can make mistakes

• Low physical effort
  – If a program is physically active, consider a less active component as an alternative for students

• Size and space for approach and use
  – Picking an environment that is accessible for all types of disabilities
How can I incorporate universal design into my programming?

• Advertising

• Community-building

• Programming

• Other areas?

Equitable in use • Flexibility in use • Simple and intuitive in use • Perceptible information • Tolerance for error • Low physical effort • Size and space for approach and use
Activity

Think of a program you did as a faculty/staff member or that you participated in.

Change that program so that it uses concepts of universal design in advertising, community building, and programming.

Equitable in use ● Flexibility in use ● Simple and intuitive in use ● Perceptible information ● Tolerance for error ● Low physical effort ● Size and space for approach and use