

Academic Session	Date Description Last Updated
2017/18	01 August 2017

Module Convenor:

Name	Office	Phone	Email
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Module aims and objectives:

The module has the following aims:

- 1) To enable students to design assistive technologies for people unable to use mainstream technologies
- 2) To enable students to design technologies which aid accessibility for people unable to use mainstream technologies
- 3) To equip students with the techniques necessary to work with people who have disabilities to design technology which they can use to conduct specific tasks.

Module description:

This module focuses on the design of technologies for people who have a disability. It is a project-based module where students will work with disabled people to develop technology which bridges the gap between the capabilities of the person and those required to conduct a task. Students will work on projects with disabled people to design for the extreme market of disability. The module is complemented by guest talks and tech demos by disabled people and those working in mainstream companies (e.g. microsoft) on accessibility. Each week will have a class activity.

Module learning outcomes:

On completion of this module students will be able to:

- 1) Describe the difficulties faced by people with a disability in using mainstream technologies
- 2) Describe the difficulties faced by people with a disability in accessing the built environment including access to buildings and public transport
- 3) Describe best practice for design of assistive technologies and those which aid accessibility to minimize abandonment of the technology (e.g. reduced learning curve, ability to adapt to life changes as a disability improves or worsens)
- 4) Describe, compare and contrast the advantages and disadvantages of the various models of design for disability (e.g. inclusive design, Human Activity Assistive Technology Model) and why they chose a particular model for their project
- 5) Elicit user needs from persons with a disability and formulate these into product requirements
- 6) Prototype technologies which bridge the gap between a person's capabilities and those which are required to complete a task
- 7) Test with end users their developed technologies and incorporate feedback into the design

Module schedule: Spring Term. Monday & Tuesday Mornings

Week	Topic
1	Introcuotion to Accessibility & Assisitive technology
2	Designing Studies with Disabled People
3	HCI & Accessibility: Innovations

4	Human – City Interaction
5	Positive Computing & Disability
6	Ubiquitous Computing and Healthcare Beyond the Clinic
7	Human – Robot Interactions
8	Communicating Research to Participants, Polo
9	Designing for lower-resource settings
10	Presentations

Assessment method:

Project Report – 3000 words – 100%

Pass conditions: Pass at 50%

Note: Module descriptions may be subject to minor alterations due to lecturer availability & changes to regulations.