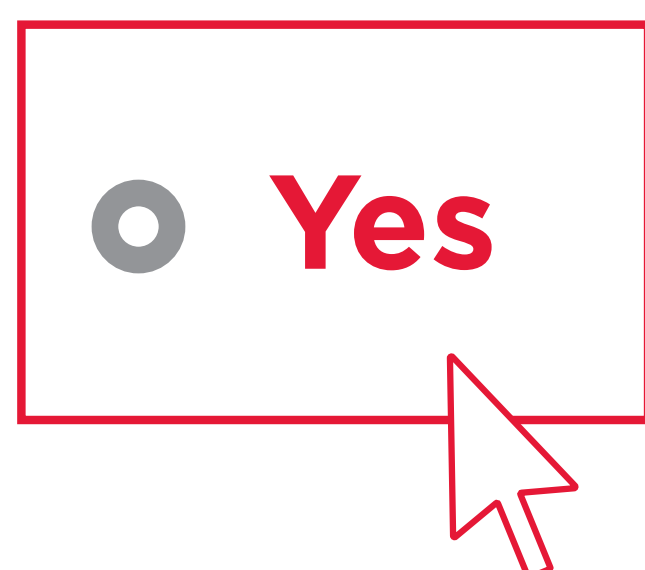




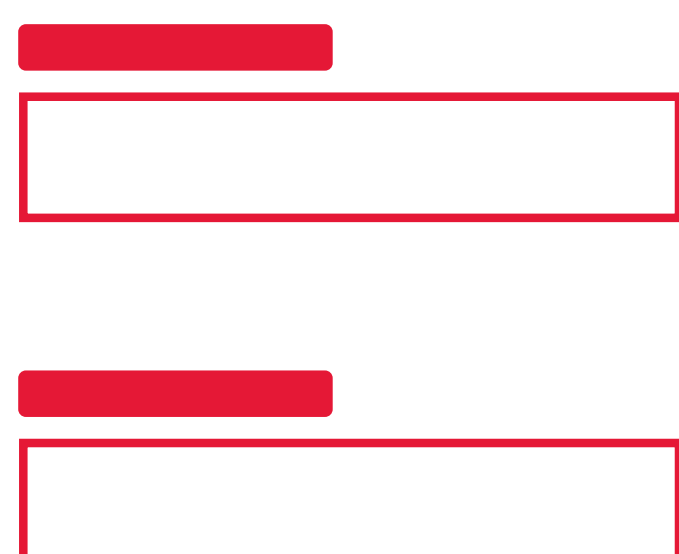
DESIGNING FOR USERS WITH PHYSICAL OR MOTOR DISABILITIES

DO...

Make large clickable actions



Give form fields space



Design for keyboard or speech only use



Design with mobile & touchscreen in mind



Provide shortcuts

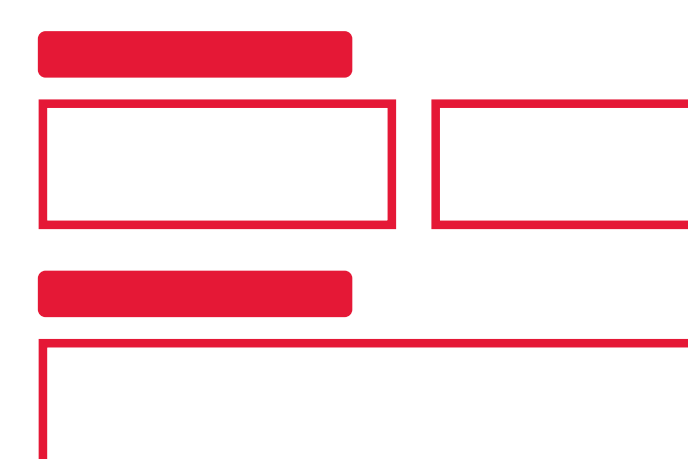


DON'T...

Demand precision



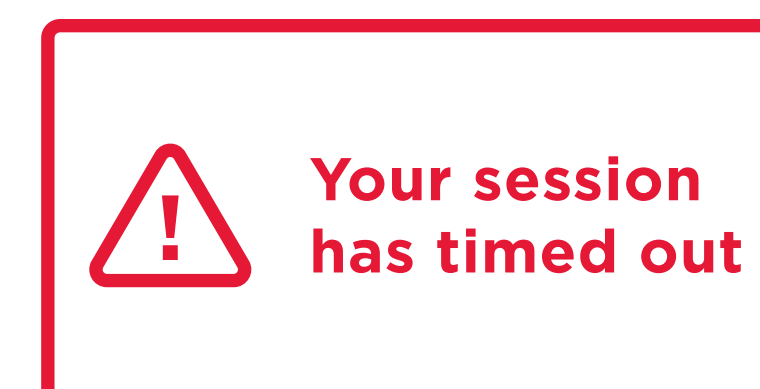
Bunch interactions together



Make dynamic content that requires a lot of mouse movement



Have short time out windows



Tire users with lots of typing & scrolling

