Course 309

Course name: "UX/UI and Accessibility" **[6 ECTS]**

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Description: Digital inclusion must ensure that everyone is able to use the digital products or services on offer. Accessibility is the operational branch of this aim and can be broken down into various forms and different levels. This course will provide the knowledge and know-how needed by all designers and product or digital service developers to understand all the interests, challenges and principles of inclusive design.

Prerequisites: Knowledge in human sensory-motricity and video game development.

Learning:

- Context and concepts
    - Concept of handicap
    - Accessibility scope
    - Concept of inclusion
    - Capacities and incapacities
    - Intrinsic and situational incapacities
    - Legal: Law of February 2005, CVAA, EEA
- Universal Design
- UX intervention
- UI and accessibility
- Benchmarks

Assessment methods:
Session 1: Depending on the temporality of the macro or micro projects, intervention essay on a pitch made/developed elsewhere OR written examination on the resolution of a paired issue {type of handicap, type of game} per person
Session 2: Idem