UX/UR and Accessibility

6 ECTS

UX/UR

Year 2, Semester 3

Description

This module is intended for students in the UX/UR specialisation.

Digital inclusion must ensure that everyone is able to use 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 module 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.

Detailed objectives

- Context and concepts
    - Concept of disability
    - 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 time frame of the macro- or micro projects, intervention essay on a pitch made/developed elsewhere OR individual written examination on the resolution of a paired issue (type of handicap, type of game).

Session 2
Same as in Semester 1