Building a culture to support inclusive design

Nithya Sambasivan, UX Researcher, Google Al Jen Devins, Lead of Google Accessibility UX







Are technology makers intentionally...

discriminatory?

racist?

misogynist?

Missing entire populations and contexts can lead to unintended consequences.

At scale, this can be a really big problem.

Unintentional exclusion has the same impact as intentional exclusion.

Our talk is about making equitable choices in our design and research.

A Framework for Equity in Design

Making the case for equity

Creating a knowledge foundation

Achieving and sustaining impact

Gender Equity Online

Method

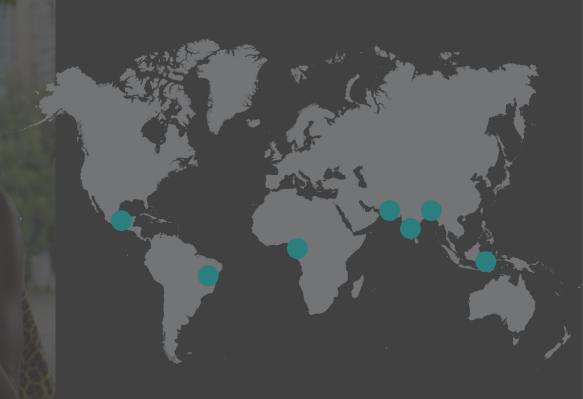
Interviews and focus groups (n=363) Large-scale survey (n=3,500)

Countries

Bangladesh, Brazil, India, Indonesia, Mexico, Nigeria, and Pakistan

Approach

Internal partnerships External sharing



Accessibility

Understanding the product end users

Conducted field, diary, and usability studies of users with vision impairments, deaf and hard of hearing, motor impairments and learning disabilities to understand their daily life and unmet needs.

Learning how teams and organizations work

Analyzed similarities of how teams work to identify common opportunities to bake accessibility into their workflow and optimize when possible.

Photo source: Google UX

1. Making the case for equity

Common challenges

Unclear about fit with business goals

Unable to get prioritized over competing interests

Uncomfortable with implications of being asked to focus on equity

Illustrate how equity supports organizational goals

The ethical case Do the right thing.

The technical case
Equity creates new
technical
opportunities.

The business case Inclusive design drives product growth.



こんにち ONJOUR しっ

onstructor=q

data-api",

d){this.opt:

("click.

et.scrollTop().f

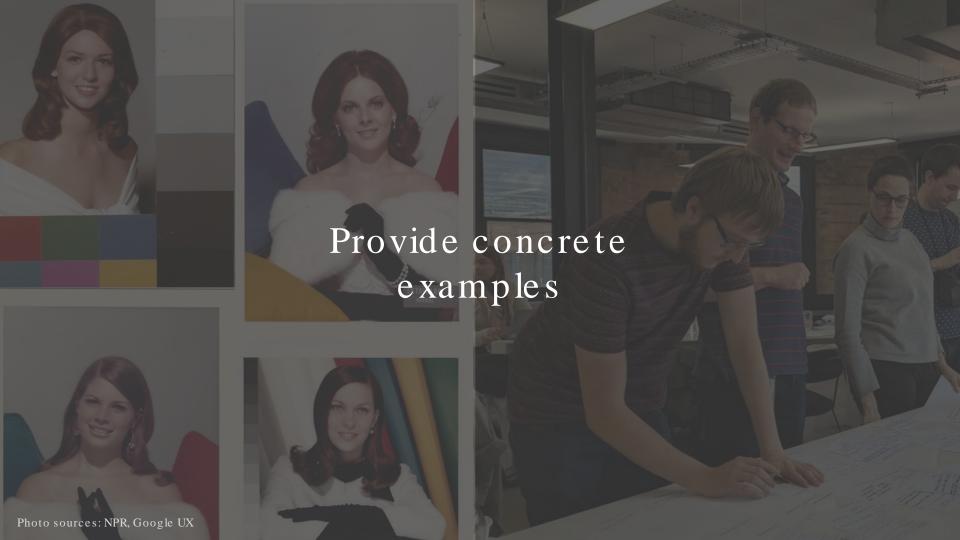
Photo source: pixabay.com



Make it a collective effort; don't make it personal

Slide content credit: Shannon Vallor

Photo source: Pixabay





Gender equity as core, not periphery

The business case

Between 2015-18, the gender deficit in owning phones decreased by 8%

The ethical case

Building for gender equity advances human rights and promotes socioeconomic progress

The technical case

Gender equity
opens new technical
challenges in ML,
device privacy,
online safety, and
equitable access



Creating the ally business case

\$8T

Collective disposable income people with disabilities and their friends & families worldwide

\$21B

Discretionary income working-aged people with disabilities in the United States







Permanent

Temporary

Situational









Eyes-free, hands-free

Partially audible



2. Creating the foundation

Common Challenges

Unsure what to include in the foundation

Unclear on when foundation is solid and ready to use

Not enough resources to build the foundation

Create a knowledge foundation of a deep understanding of people's needs and practices Photo source: Google UX

Start with existing external resources & find collaborators

6 Principles for Inclusive Design - UX Planet

https://uxplanet.org/6-principles-for-inclusive-design-3e9867f7f63e ▼

Jun 21, 2018 - It enables people with diverse characteristics to use your product in a variety of different environments. It's important — especially when you're **designing** for millions of people — to create different ways for people to participate in an experience. **Inclusive design** is a win-win for customers and businesses.

What You're Getting Wrong About Inclusive Design - Fast Company

https://www.fastcompany.com/.../what-youre-getting-wrong-about-inclusive-design ▼

Apr 4, 2018 - The tension with universal **design** is how you **design** something that works for everyone in all scenarios, with every contingency. That's one of the challenges of understanding **inclusive design** when we look at the object, saying, "This **design** is **inclusive design**." In those cases, often what we mean is universal **design**.

You visited this page on 10/9/18.

Definitions - Inclusive Design

inclusivedesign.no/practical-tools/definitions-article56-127.html 🔻

Inclusive Design is sometimes used interchangeably with two other terms, Universal Design and Design for All. All three have a similar purpose but have ...

The Difference Between Inclusive Design and Accessibility - Eone

https://www.eone-time.com/.../the-difference-between-inclusive-design-and-accessibili... ▼
May 30, 2017 - If you're familiar with what we do here at Eone, you probably know that we're an inclusive design company, known for our feature product, the ...

You've visited this page 5 times. Last visit: 3/24/18

Inclusive Design Research Centre

https://idrc.ocadu.ca/about-the-idrc/49-resources/.../443-whatisinclusivedesign •
We have defined Inclusive Design as: design that considers the full range of human diversity with respect to ability, language, culture, gender, age and other ...
You've visited this page 2 times Last visit 4/26/18

"University collaborations are valuable for innovation, and significant benefits come from businesses building relationships with universities beyond their local area."

- Economic & Social Research Council

Audit existing product to identify gaps

WebAIM's WCAG 2 Checklist

Home > Articles > WCAG > WCAG 2 Checklist

Perceivable

Web content is made available to the senses - sight, hearing, and/or touch

Guideline 1.1

Text Alternatives: Provide text alternatives for any non-text content

Success Criteria	WebAIM's Recommendations
1.1.1 Non- text Content (Level A)	□ All images, form image buttons, and image map hot spots have appropriate, equivalent alternative text. □ Images that do not convey content, are decorative, or contain content that is already conveyed in text are given null alt text (alt="") or implemented as CSS backgrounds. All linked images have descriptive alternative text. □ Equivalent alternatives to complex images are provided in context or on a separate linked page. □ Form buttons have a descriptive value. □ Form inputs have associated text labels. □ Embedded multimedia is identified via accessible text. □ Frames and iframes are appropriately titled.

Guideline 1.2

Time-based Media: Provide alternatives for time-based media

NOTE: If the audio or video is designated as an alternative to web content (e.g., an audio or sign language version of a web page, for example), then the web content itself serves as the alternative.

Success Criteria	WebAIM's Recommendations
	☐ A descriptive text transcript that includes relevant auditory content
1.2.1 Prerecorded	is provided for non-live audio-only (audio podcasts, MP3 files, etc.).
Audio-only and	☐ A descriptive text transcript or audio description is provided for non-



Diverse samples and mixed methods for a foundation

Sampled across various jobs, ages, incomes, physical abilities, location, and gender identities

Work with NGOs, universities, or local partners for underrepresented populations

Care in research is important, especially for sensitive topics

Partner inside and outside the organization

Work with universities and NGOs to scale up and build rigor

Partner with universities to scale, build HCI capacity, and leverage local expertise

Find like-minded researchers to support you in achieving scale

Create accessible, intelligent vocabularies

ACCESS

Can women go online on their own terms?

CONTENT & COMMUNITY

Is the content relevant to women?

PRIVACY

Do women feel in control of their privacy?

SAFETY

Do women feel safe online and offline?

Limited agency
Limited time
Limited mobility

Relevant content
Community as content
Limited content
creation

Device privacy
Online privacy

Online abuse Physical safety



From foundational research develop useful resources for teams to utilize



A Day with Jeff— Technology and Essential Tremor Length of video: 12 minutes 50 seconds

Open in new window

Hear audio described version



A Day with Danny—
Technology and Cerebral Palsy
Length of video: 11 minutes 32 seconds

Open in new window

Hear audio described version

Accessibility design guidelines

Accessible design allows users of all abilities to navigate, understand, and use your UI successfully.

CONTENTS

Understanding accessibility

Observe teams' workflows to identify gaps and opportunities to integrate accessibility

3. Drive sustainable impact

Common Challenges

Efforts lose momentum due to personnel changes or new priorities

Teams are unclear on how to do equitable design and development

Teams feel overwhelmed or discouraged

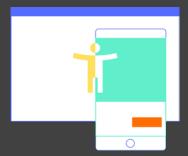
Establish top-level formal goals and points of contacts within teams

CORRECT SERVICES

Establish clear success metrics and frequently communicate impact of work

Provide a toolkit to apply to actual workflows

and callout 1thing to start with









DEFINE VISION

Go talk to people with disabilities.

DESIGN

Design a great keyboard navigation interaction model. **DEVELOPMENT**

Use standard components that have been stress-tested and that users are familiar with.

POST DEVELOPMENT

Provide accessible help content and onboarding.

Workshop with teams to co-create solutions



Move from sharing to applying insights

Conduct workshops and audits to move from discourse to action

Make research insights the foundation of these engagements

Example workshop activities

'How to talk about gender' videos



Scenario cards

DEVICE PRIVACY DESIGN CHALLENGE OVER-THE-SHOULDER Neema recently got married, and has How might Neema discover left her parents and moved in with her resources on depression husband and his mother. The house is without anyone in her family small and she barely gets any private noticing? time given that her in-laws are always at home. limited tech familiarity and english fluency. _ privacy invitations are less useful than Neema isn't adjusting to the change controls/affordances. _ a range of privacy solutions will work best well, and wants to see if she might be - people will not modify their privacy settings depressed. unless bad incidents happen

— privacy solutions should work in the presence of
others

True or false



Share widely to various communities to effect change

Amplify the key insights, frameworks, and vocabulary from your projects.

Sharing insights leads to broader impact in tackling the problem, hiring or getting partners



Accessibility Playbook Accessibility Week Accessibility Champs program Photo source: Google UX

Coda

A Framework for Equity in Design

Making the case for equity

Create a business, technical or ethical case

Partner with teams with similar goals

Remove biases by shifting perspective

Don't make it personal

Provide examples

Creating a knowledge foundation

Talk to diverse people to understand needs and practices

Start with existing external resources & find partners

Audit existing product(s) to identify gaps

Achieving and sustaining impact

Establish formal goals and points of contacts within teams

Establish clear success metrics and frequently communicate impact

Provide a toolkit for teams to apply to their actual workflow

Workshop with teams

Resources

Accessibility

Material Design - Accessibility design.google/NBU - global Accessibility

Gender Equity Online

Gender equity - ACM interactions, CHI '18, SOUPS '18 design.google/NBU

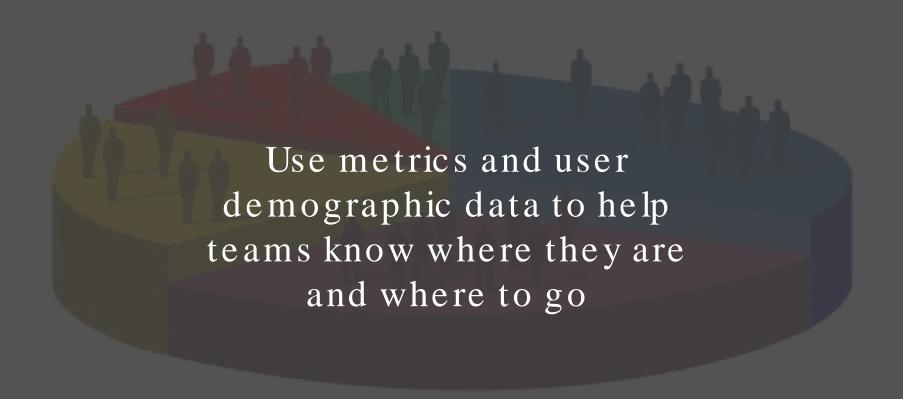
Equitable Design

Fast Company - Inclusive design Tarot Cards of Tech

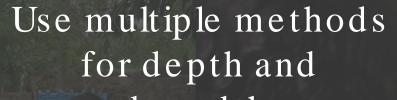




Appendix







breadth
Problems need an understanding of
why's, how's, and how many's

Logs speak the language of products.

Experiment with different methods for data capture.