

# SCOPE

= Equality for disabled people

# Designing for users with physical impairments

## Do

- Make large clickable actions



- Give clickable elements space

- Design for keyboard or speech only use



- Design with mobile and 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 and scrolling