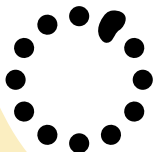
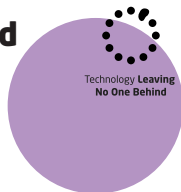




## Ability Prompt Card



Technology Leaving  
No One Behind

# Ability Prompt Cards

This deck belongs to:

[universaldesignguide.com](http://universaldesignguide.com)



# Acknowledgments

This deck of Ability Prompt Cards are designed by DTU Skylab, as part of the programme "Technology Leaving No One Behind", enabled through partnership with The Bevica Foundation, Disabled People's Organizations Denmark and DTU Management.

The cards are designed with strong inspiration from Microsoft Inclusive Design

Pictures: The cards are designed using pictures are from freepik.com

Contact DTU Skylab on [www.skylab.dtu.dk](http://www.skylab.dtu.dk)



## Ability Prompt Card



# Ability Prompt Cards

Foster empathy & challenge how your solution could scale to a broader group of users

Who are you currently excluding? What are the mismatches (pain points) between your solution and the extreme disabilities outlined on these cards?

Designing for people with permanent disabilities or extreme scenarios can seem like a significant constraint, but can in fact result in solutions that can benefit a much larger number of people. This deck of Ability Prompt Cards provide examples of disabilities, and are not to be seen as a comprehensive overview, but rather as inspiration for you to use to challenge your solution.

Stress test your solution today!

# Card Overview

Ability	Disability		
	Permanent	Temporary	Situational
Touch	<b>One Arm</b>	Arm Injury	Hands full
See	<b>Blind</b>	Cataract	In the dark
Hear	<b>Deaf</b>	Ear infection	Bartender
Speak	<b>Non-verbal</b>	Laryngitis	Heavy accent
Think	<b>Dementia</b>	Stress	Overloaded
Taste	<b>Ageusia</b>	Cold infection	Burnt tongue
Invest	<b>Below poverty line</b>	Student on SU	Forgot cash
Move	<b>Wheel chair</b>	Pregnant	Truck driver
Eat	<b>Dysphagia</b>	Tooth pain	Fasting
Hold	<b>Tremors</b>	Sports injury	Dance floor
Focus	<b>ADHD</b>	Anxiety	Open office
Emote	<b>Clinical depression</b>	Grief	Anger
Belong	<b>Minority</b>	Age	Culture
Navigate	<b>Downs syndrome</b>	Concussion	Confusion
Understand	<b>Dyslexia</b>	Abroad	New tech





Ability Prompt Card

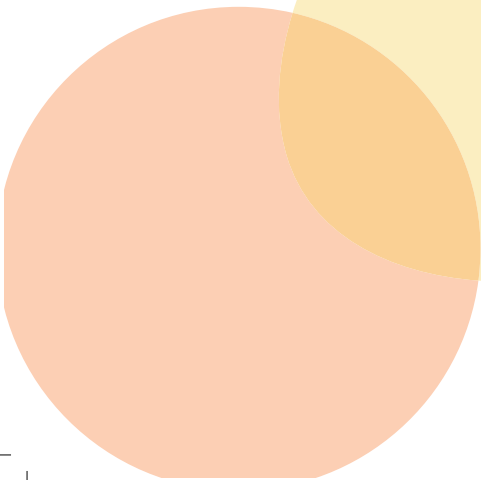
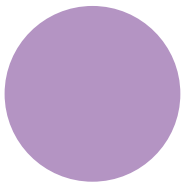


# Touch



**One Arm**  
Arm injury  
Hands full

**BEVICA**





## Ability Prompt Card

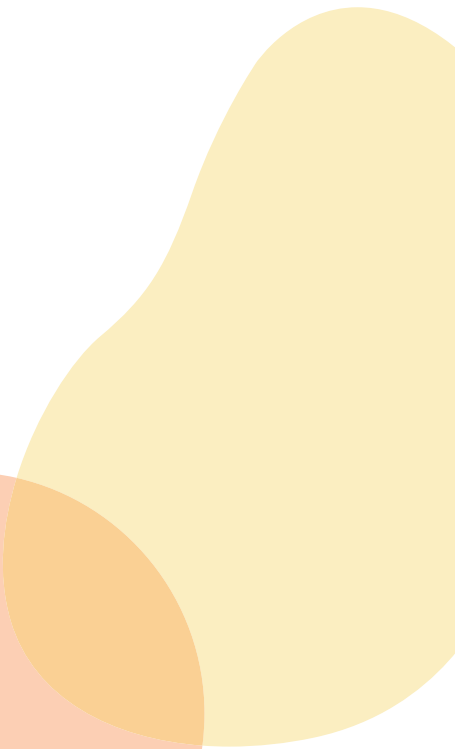
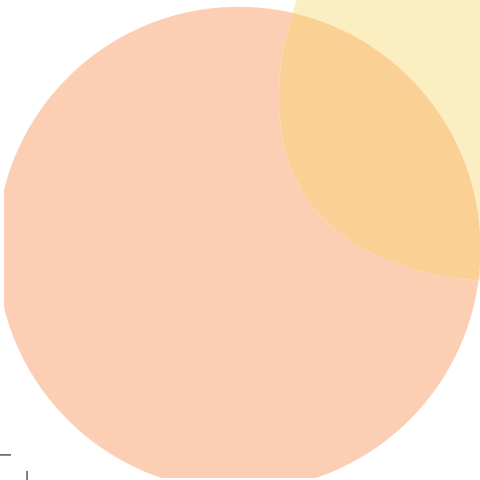
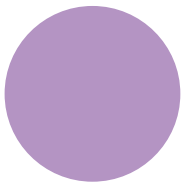


# See



**Blind**  
Cataract  
In the dark

**BEVICA**





## Ability Prompt Card

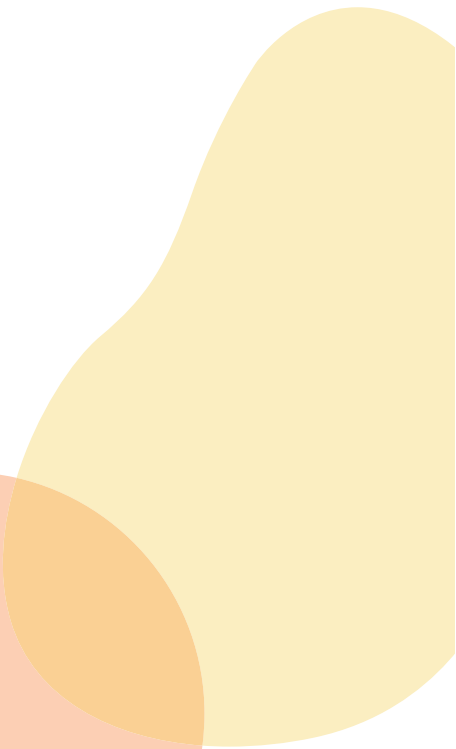
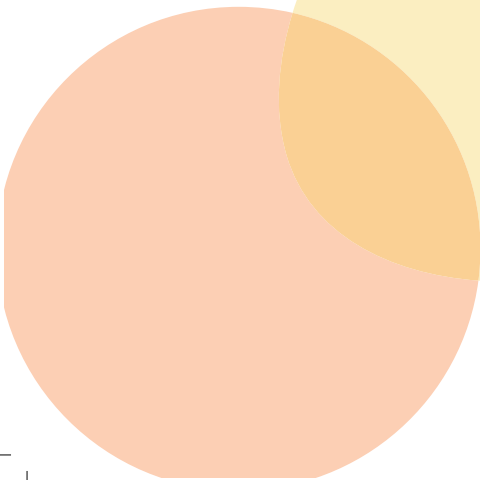
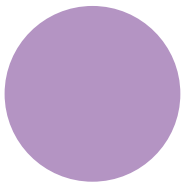


# Hear



**Deaf**  
Ear infection  
Bartender

**BEVICA**





## Ability Prompt Card



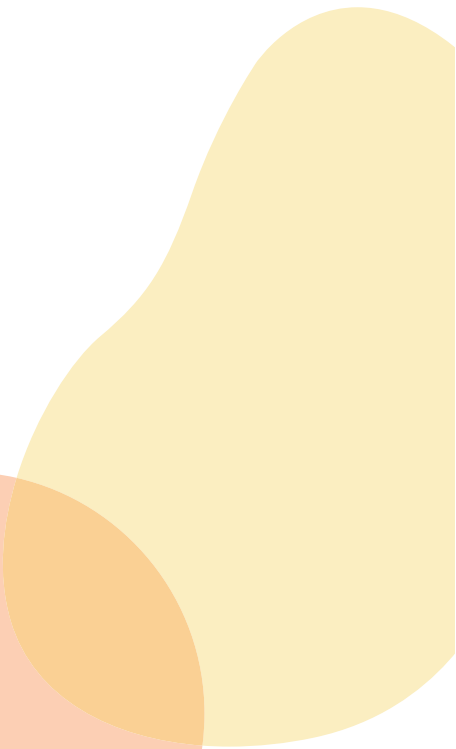
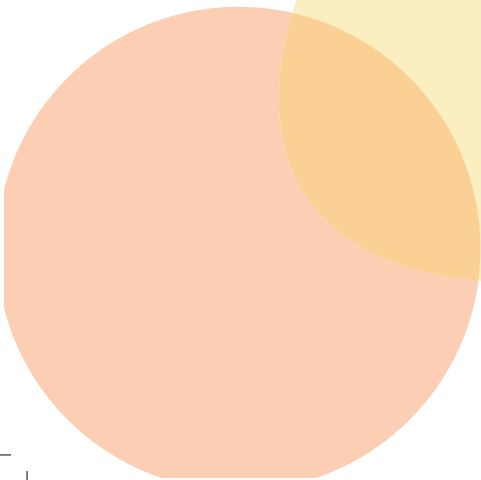
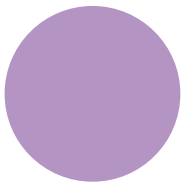
# Speak

\*Inflammation of the voice box, causing a person to lose their voice and become hoarse



**Non-verbal**  
Laryngitis\*  
Heavy accent

**BEVICA**







## Ability Prompt Card



Technology Leaving  
No One Behind

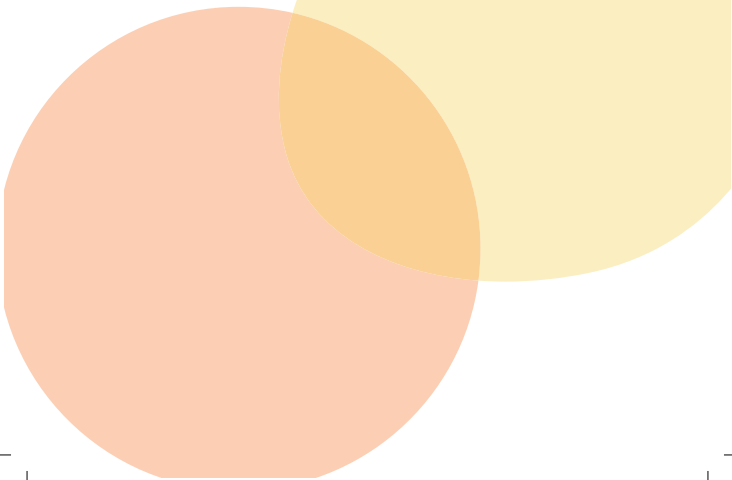
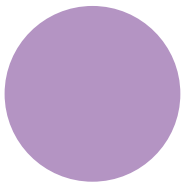


# Think



**Dementia**  
Stress  
Overloaded

**BEVICA**





## Ability Prompt Card



Technology Leaving  
No One Behind

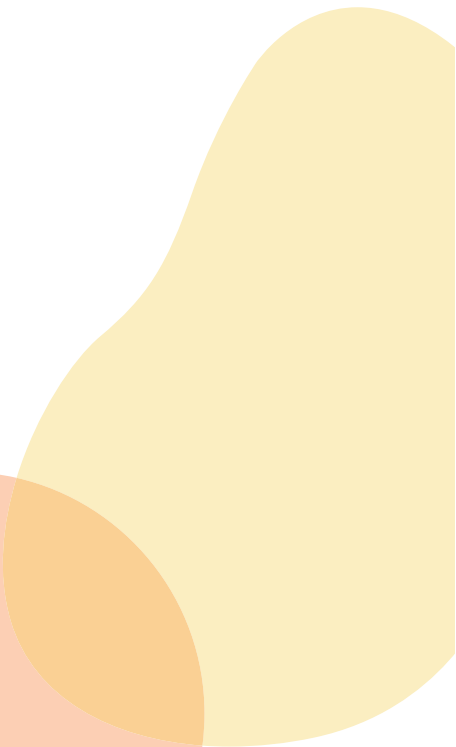
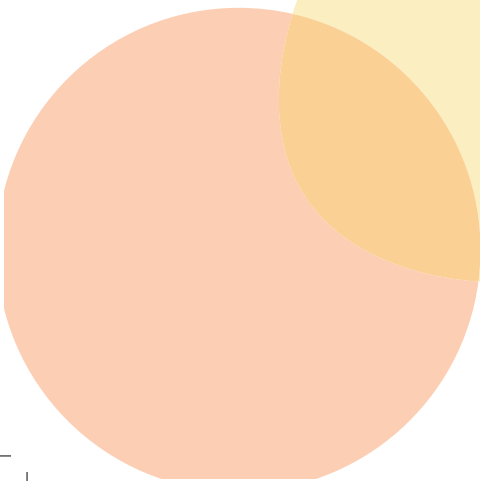
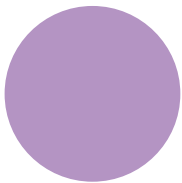
# Taste

\*Characterized by a complete loss of the taste function of the tongue



**Ageusia\***  
Cold infection  
Burnt tongue

**BEVICA**





## Ability Prompt Card



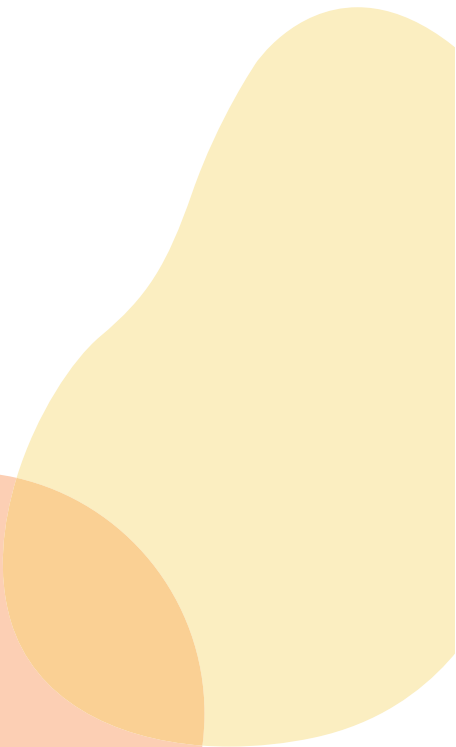
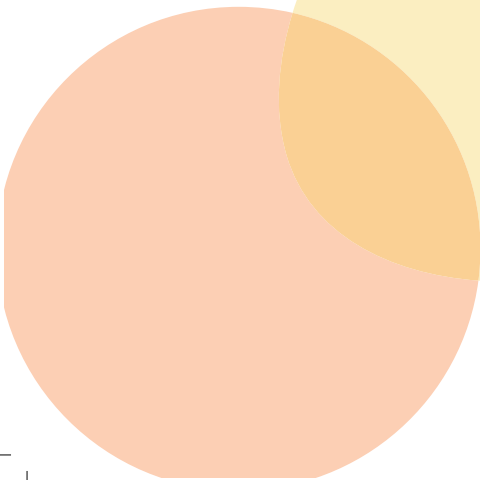
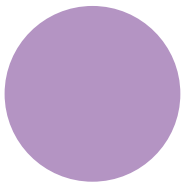
Technology Leaving  
No One Behind

# Invest



**Below  
poverty line**  
Student on SU  
Forgot cash

**BEVICA**





## Ability Prompt Card

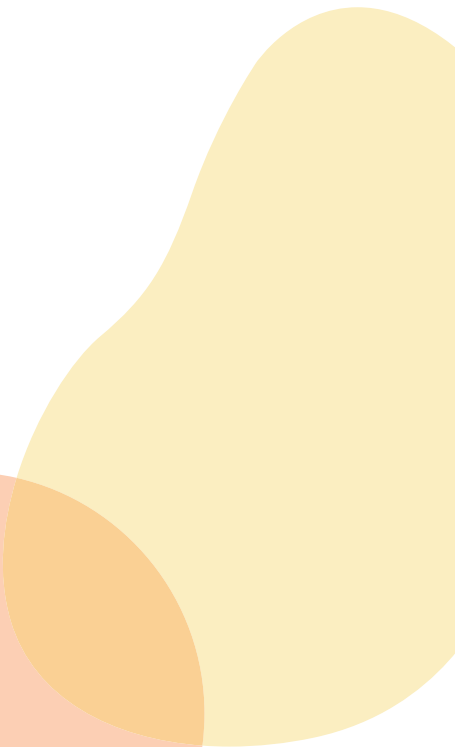
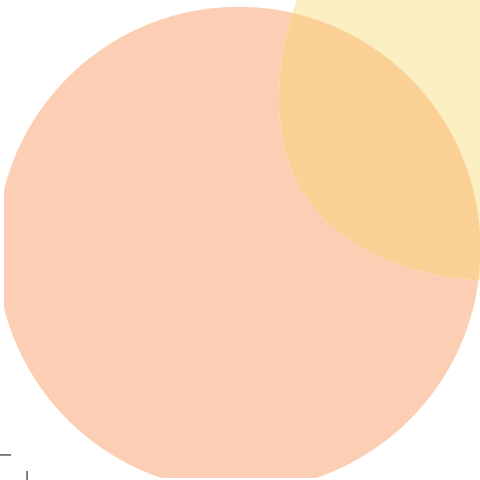
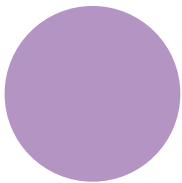


# Move



**Wheel chair**  
Pregnant  
Truck driver

**BEVICA**







## Ability Prompt Card



Technology Leaving  
No One Behind

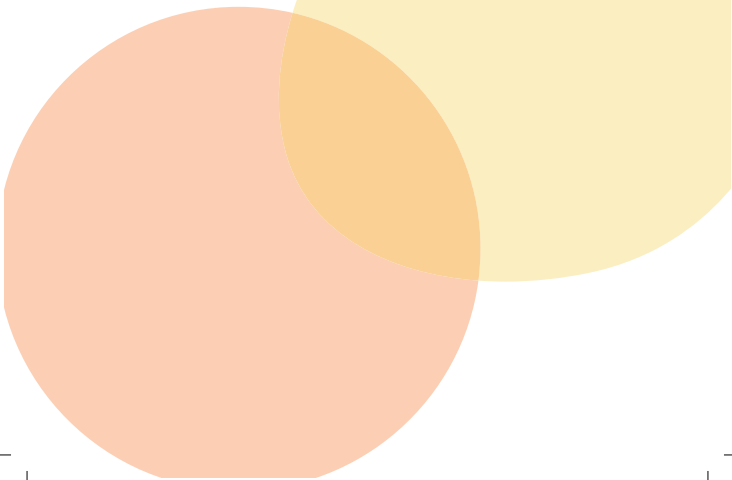
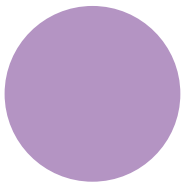
# Eat

\*Problem with neural control or the structures involved in any part of the swallowing process



**Dysphagia\***  
Tooth pain  
Fasting

**BEVICA**





## Ability Prompt Card

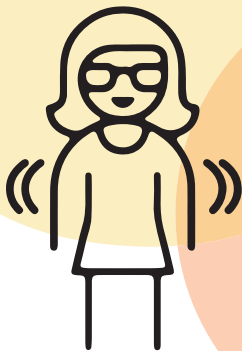


Technology Leaving  
No One Behind



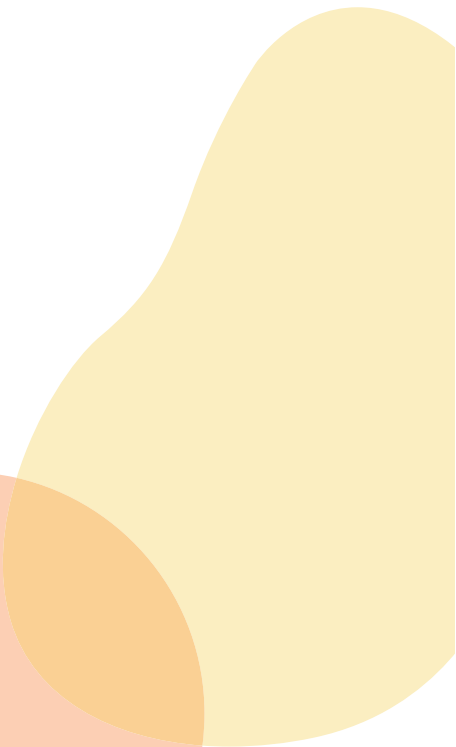
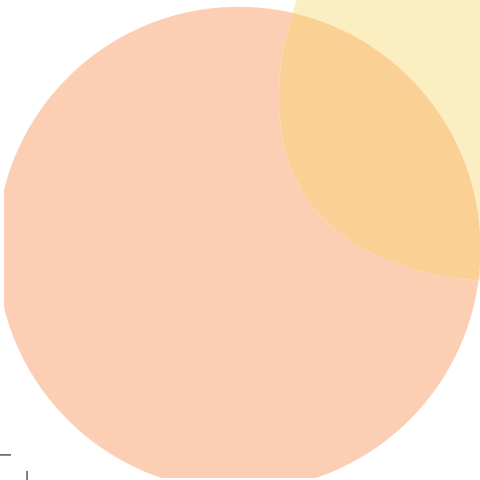
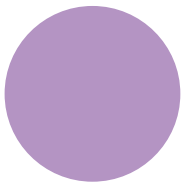
# Hold

\*Involuntary and rhythmic shaking often caused by old age or Parkinson's disease



**Tremors\***  
Sports injury  
Dance floor

**BEVICA**





## Ability Prompt Card

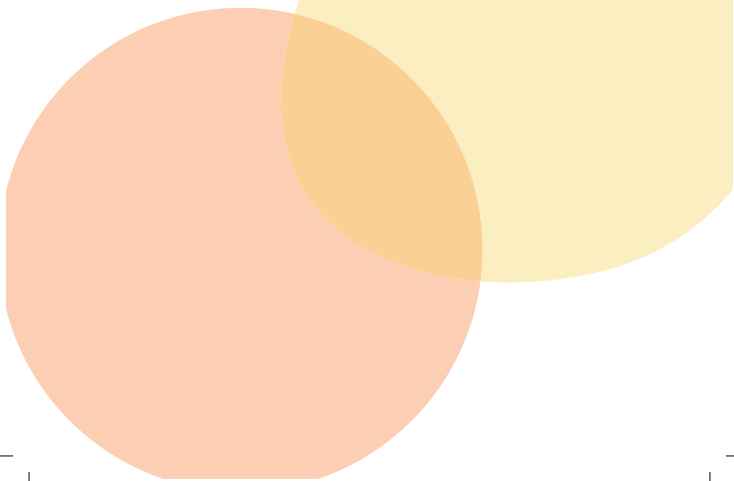
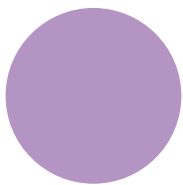


# Focus



**ADHD**  
Anxiety  
Open office

**BEVICA**





## Ability Prompt Card



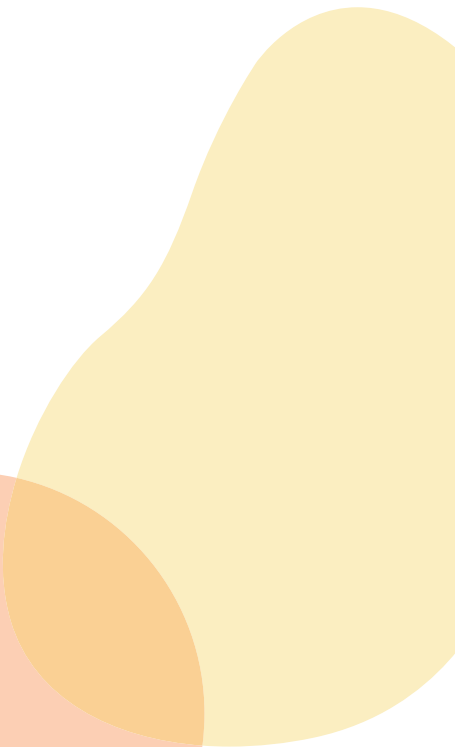
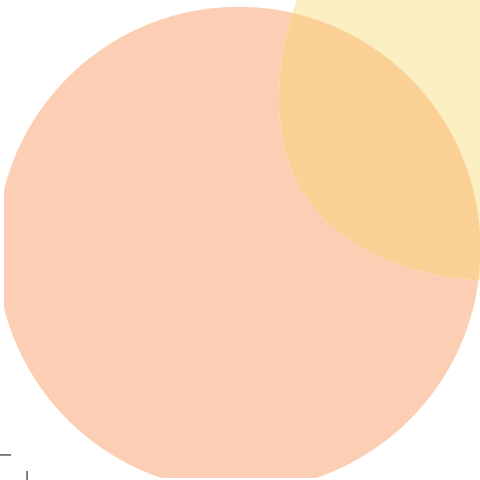
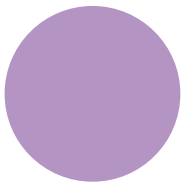
# Emote\*

\*The ability to express emotions in different situations



**Clinical  
Depression**  
Grief  
Anger

**BEVICA**







## Ability Prompt Card



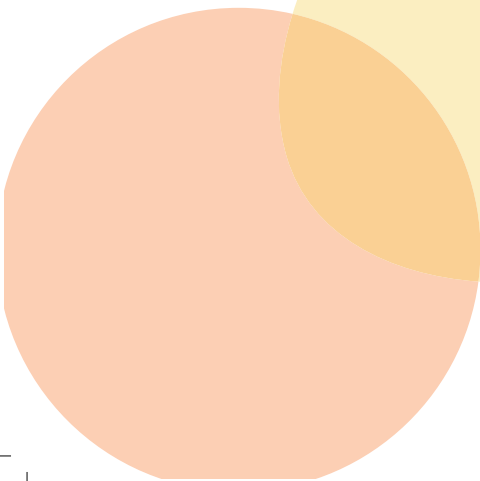
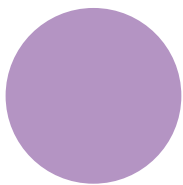
Technology Leaving  
No One Behind

# Belong



**Minority**  
Age  
Culture

**BEVICA**





## Ability Prompt Card



Technology Leaving  
No One Behind

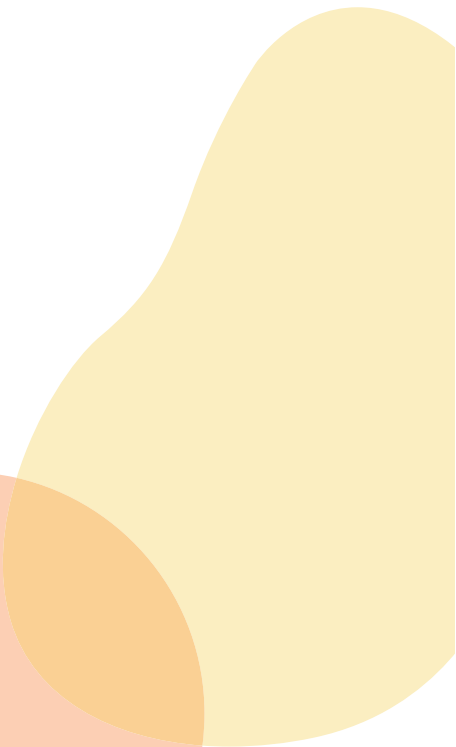
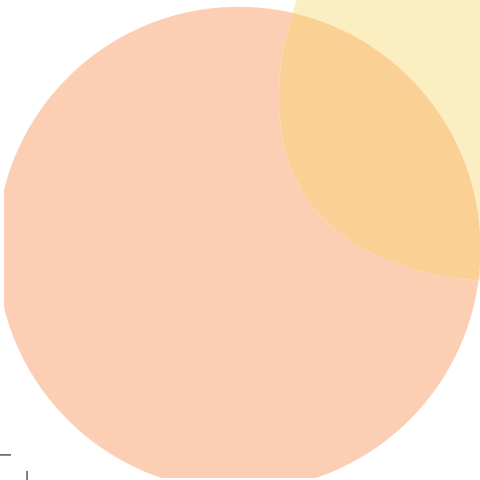
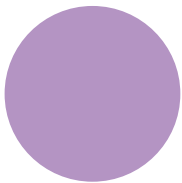
# Navigate\*

\*The ability to cognitively navigate different situations



**Downs  
Syndrome**  
Concussion  
Confusion

**BEVICA**

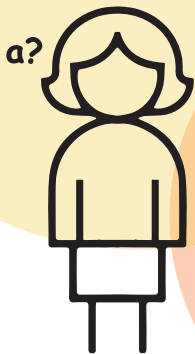




## Ability Prompt Card

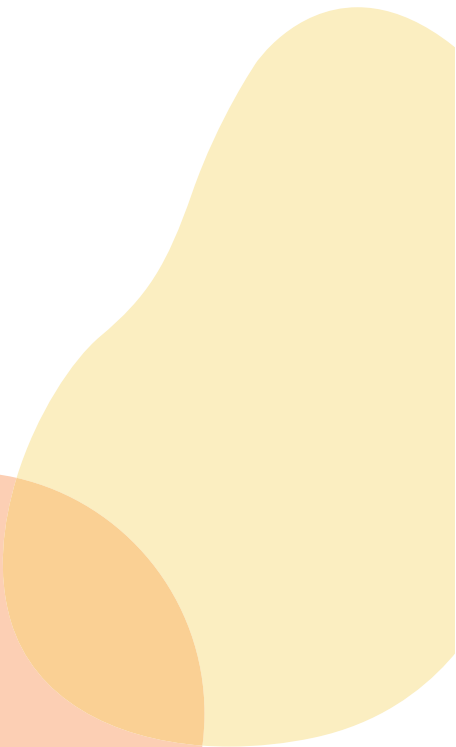
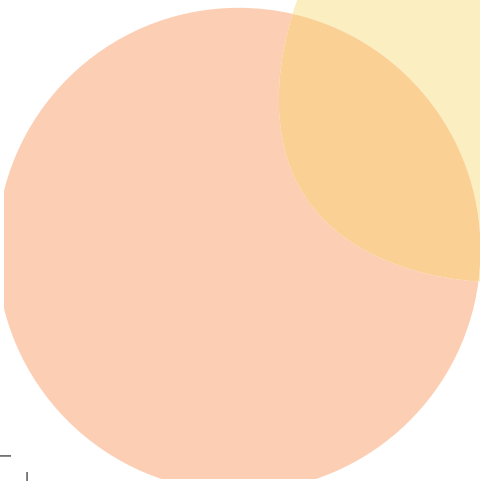
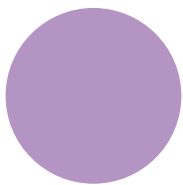


# Understand



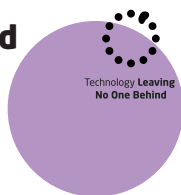
**Dyslexia**  
Abroad  
New tech

**BEVICA**

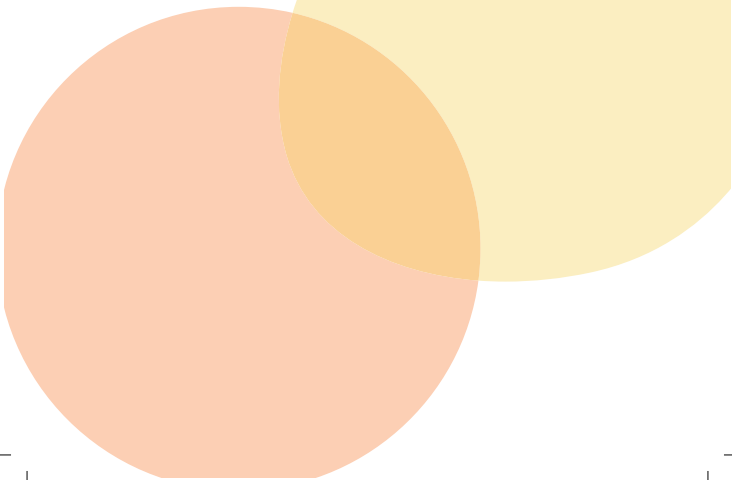
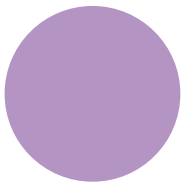




# Ability Prompt Card



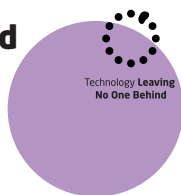
**BEVICA**







# Ability Prompt Card



**BEVICA**

