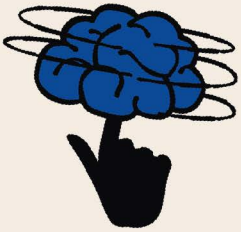
DTU



Principle Prompt Cards

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BEVICA FONDEN | Technology **Leaving** **No One Behind**

Implementation

Unlock the full potential of the Inclusion Promps Cards!

Use the QR-code to discover practical tips, concrete tools and step-by-step guides to integrating the Inclusion Prompt Cards into your assessment, workshop, or workflow.

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Acknowledgements

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The cards are designed using pictures from freepik.com, unsplash.com and Dall-E

Contact DTU Skylab on www.skylab.dtu.dk

BEVICA FONDEN DTU Skylab DPOD

DTU Entrepreneurship SUMH DTU Management

Principle Prompt Cards

Stress test your solutions, with the principles of Universal Design

The principles can be used to evaluate and reflect upon existing solutions and early stage concepts for further iterations in order to not unknonwingly leaving user-groups behind.

The principles are categorised into 3 levels

Products/Services
Implementing Universal Design at a tangible level. Guidance for products and services.

Organisation
Adding Universal Design principles into organisational practices and strategies.

Society
Universal Design principles at a societal level. Considering the environment and surroundings.

Equitable Use

Product/Service

Is the design useful to people with diverse abilities?

Prompts

- Means of use is identical or equivalent for all users.
- No one is segregated or stigmatized.
- Safety and security are equally available to all users.

Example Curb Cut

Flexibility in Use

Product/Service

Does the design accommodate a wide range of individual preferences and abilities?

Prompts

- Provide choice such as right or left-handed use
- Allow for different levels of accuracy
- Allow for people who may do things at a different pace

Example Adjustable desks

Simple and **Intuitive**

Product/Service

Is the use of the design easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level?

Prompts

- Keep it simple and consider what the user may be expecting
- Allow for different literacy and languages
- Provide prompts and feedback

Example Assembly Instructions

Perceptible Information

Product/Service

Can the design communicate information effectively to the user, regardless of ambient conditions or the user's sensory abilities?

Prompts

- Make it easy to provide directions or instructions
- Create compatibility for different devices or techniques used by people with sensory disabilities

Example Tactile pavement

Tolerance for error

Product/Service

Does the design minimize hazards and the adverse consequences of accidental or unintended actions?

Prompts

- Arrange commonly used elements where most accessible and hazardous elements either removed or shielded
- Provide warnings and fail safe features

Example **Undo**

Low Physical Effort

Product/Service

Can the design be used efficiently and comfortably and with a minimum of fatigue?

Prompts

- Use operating forces that are reasonable
- Minimize repetitive actions
- Minimize the need for a sustained physical effort

Example Automatic soap dispenser

Size & Space for Approach & Use

Product/Service

Is the use of the design easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level?

Prompts

- Keep it simple and consider what the user may be expecting
- Allow for different literacy and languages
- Provide prompts and feedback

Example Assembly Instructions

Affordable for all

Organisations

Is pricing considered, so that people no matter their economic status have access?

Prompts

- What is the socioeconomical status of the users?
- Could the design be adjusted to offer a more affordable solution?
- Could the price point be altered to accommodate a larger user group?

Example Subscription Model

Available Everywhere

Organisations

Can the system be accessed no matter the location?

Prompts

- Does geographical location of the users impact your solution?
- Is the solution usable in areas with little/ no access to internet, power or other infrastructure?

Example Sourcing materials

Accessible Support Systems

Organisations

Is there easy acces to support systems?

Prompts

- Are the support systems available to users with diverse abilities?
- Does the support system require technical knowledge?
- Is maintenance of system easily conducted?

Example Right to repair

Flexibility in Ownership

Organisations

Does the design open up for alternative ownership models than one buyer, one owner?

Prompts

- Does the solution require the user to be a sole owner?
- Can the solution be co-owned or rented by users?
- Can the solution be sustained by flexible payment schemes?

Example Car-sharing

Life Extending Ownership

Organisations

Does the design allow for performing procedures to extend the lifespan of the design?

Prompts

- Can the solution be refurbished?
- Can the solution be upcycled?
- Can users re-sell the solution to other users?
- Could the organization provide buyback services?

Example Refurbishment programs

Beneficial for All

Organisations

Is the design equally beneficial for all?

Prompts

- Is the solution equally beneficial for the users, the organization, the society, the environment, etc.?
- How can you ensure a solution that benefits different stakeholders equally to the largest extent?

Example Symbiotic relationships

Leave No One Behind

Society

Does the design leave some one behind, so they are not able to use the design?

Prompts

- Have you considered reducing inequalities?
- Have you considered equal opportunities for everyone?

Example UN Developement Goals

Human Rights

Society

Is there a possibility that the design can violate human rights?

Prompts

- Have you taken international laws that protect human behaviour into consideration?

Example Guidelines for Accessible Information

Future Generations

Society

Does the design account for the well-being of future generations?

Prompts

- Ethical considerations for needs of future generations
- Have you considered whether future generations will have the resources needed to sustain life?

Example UN Sustainable Development Goals

Incentivizing Ethical Behavior

Society

Is the design incentivizing ethical behavior through its use?

Prompts

- Does your solution send a signal that ethichs are important?
- Does your solution promote honesty, fairness and equity?

Example **Nudging**

Incentivizing sustainability

Society

Does the design incentivize social, enviormental & economical sustainability?

Prompts

- Does your solution aim for humans to safely inhabit the Earth for coming centuries?
- Have you considered if your solution could affect the well-being of others?

Example Gamification of Energy Conservation