

Presentation: "The Goals and Complexities of Designing Inclusive, Cutting-Edge, Technology Solutions"

Annuska Zolyomi Perkins
Annuska.perkins@microsoft.com
Accessibility Business Unit at Microsoft

Bio

Annuska Perkins is a Senior Program Manager for Microsoft's Accessibility Business Unit. Since 2000, she has been working on Microsoft accessibility efforts, from product design to product planning and now, product incubation. Her driving focus is approaching the unique opportunities for creating accessible technology from a Design and User Experience point of view.

Abstract

This presentation will discuss goals, methodology, and research for creating accessible user experiences in today's cutting-edge software technology. We will discuss the complex market for accessible technology. Insights will be given on the design and research behind accessibility improvements in Windows 7 and Silverlight multimedia. I'll propose a framework that attempts to identify user abilities and map them to effective technology solutions. This framework, a "User Needs Matrix" illustrates the complexities, and opportunities, of optimizing the user experiences for specific users.

Suggested Reading

- Microsoft's Accessibility Marketing website for end-users and businesses: www.microsoft.com/enable
- Xbox Kinect Description: <http://www.xbox.com/en-US/kinect>
- Perkins, Annuska and Cohene, T. (2006). [The impact of user research on product design: A case study on the accessibility ecosystem for Windows Vista](#). Proc. of ACM conference on Computers and accessibility 2006 (SIGACCESS), Portland OR, 281 – 282.
- Code Magazine Issue on Accessibility: <http://www.code-magazine.com/DisplayIssue.aspx?id=01b61ca4-e574-468f-85dc-982e453d4984>