

Flippin' Our Brains: Disability Benefits Everyone

Jaimi Clifford and students in DIS 300, Faculty mentors: Stephen Gilson and Liz DePoy

Disability is often thought of as an object in need of change. Accordingly, products designed for disabled populations aim to improve function and help individuals adapt to their environments. Curiously and often unrecognized, products designed for the atypical and extreme human often find their way into mainstream use, improving the world for everyone. This presentation analyzes the process of disability product to commercial success. We illustrate the "disability" genesis of products such as Doc Marten footwear, speech-to-text and text-to-speech software and applications, automated doors, and closed captioning.



BLEEX-exoskeleton: for military and disaster relief personnel

●●●○○ AT&T ? 9:58 AM	98% 📖
Accessibility VoiceOver	
VoiceOver	
VoiceOver speaks items screen:	on the
 Tap once to select an it Double-Tap to activate 	
item	the selected
Swipe three fingers to a	scroll
VoiceOver Practice	
SPEAKING RATE	
*	*
Speak Hints	
Use Pitch Change	

VoiceOver: from hearing impaired technology to ubiquity





Benefits for disabled populations

- Stigma reduction
- Seamlessness
- Aesthetic appeal
- Sales outlet
- Cool factor



Talking books for the blind to audiobooks for all





Jacuzzi: therapy to recreation

Tobii Eyegaze now for gamers



Doc Martens: from therapeutic to fad



From deaf and hard of hearing to every screen







The influential factors and change process Population parameters shift (aging boomers) • Commercial potential-money speaks (e.g., OXO)

• Distribution moves mainstream (e.g., rehab catalog to T. J. Maxx)

• The product has contemporary relevance (e.g., for multi-tasking)

• Seamlessness (anyone can buy and use it) • Technology and science make it possible (exoskeletons)

• Aesthetic appeal (OXO kitchen tools)

