

The Maker's Minute

3-4 Players · 40 Rounds

Design with empathy.

Sketch with creativity.

Pitch with confidence.

A game of accessible design.

The Maker's Minute

CREATIVE DESIGN CHALLENGE



"Design for everyone, one minute at a time."

Game Components

- **Object Deck (40 cards)** — Everyday objects, systems, or experiences (airplane, toothbrush, backpack, etc.)
- **User Deck (40 cards)** — People with accessibility needs. Each includes:
 - • Definition of the user's challenge
 - • Three challenges the user faces
 - • One numerical fact
- **Design Style Deck (8 cards)** — Inspirational design principles
- **Central Gameboard** — Place active cards here
- **Mini Whiteboards & Markers** — One per player
- **2 Sand Timers:**
 - • **Red** (1 min 10 sec) — Design Phase
 - • **Blue** (30 sec) — Pitch Phase

Setup

- 1 Shuffle Object, User, and Design Style decks. Place face down near the gameboard.
- 2 Give each player a mini whiteboard and marker.
- 3 Choose a starting Judge — whoever ate pizza most recently! 🍕
- 4 Pitching order moves clockwise from the Judge.
- 5 Players start with no User cards (collect as winning tokens).

Gameplay

- 1 **Draw Phase**
Judge draws one Object, one User, and one Design Style card. Read aloud and place face-up on the gameboard.
- 2 **Design Phase** 1:10
Judge flips the **red timer**. All other players sketch a design adapting the Object for the User using the Design Style.

Tip: Use 10 sec to read cards, 1 min to sketch — or allocate however you like!
- 3 **Pitch Phase** 0:30
Clockwise from Judge, each player has 30 seconds (**blue timer**) to present their design.
- 4 **Cross-Examination**
The *first pitcher* may cross-question one other player to challenge their design and sway the Judge. No other commentary allowed.
- 5 **Judging Phase**
Judge picks a winner based on how well they designed the Object for the User using the Design Style. Winner keeps the User card!

Card Rotation (after each round)

- Object: Discard pile
- User: Winner keeps as token
- Design Style: Bottom of deck

- 6 **Rotate Judge**
Judge role passes clockwise to the next player.



Winning the Game

Play 40 rounds until all User cards are won.
Most tokens wins!

MAKER'S MINUTE

DRAW **OBJECT** FOR **USER** USING **DESIGN PRINCIPLE**



OBJECT



PLACE CARD

USER



PLACE CARD

DESIGN PRINCIPLE



PLACE CARD



⤷ ROTATE ALL CARDS AFTER EVERY ROUND ⤶



OBJECT

OBJECT

OBJECT

OBJECT



BACKPACK

How might someone with one hand open this?



WATER BOTTLE

Can someone with weak grip open and drink from this?



UMBRELLA

How could this work for a wheelchair user?



KEYS

What if someone has tremors or limited vision?

OBJECT

OBJECT

OBJECT

OBJECT



WALLET

How do you find the right card if you can't see?



HEADPHONES

What about users with hearing aids or sensory needs?



SHOES

How can someone with arthritis put these on?



JACKET

Can this be used with limited arm mobility?

OBJECT

OBJECT

OBJECT

OBJECT



SMARTPHONE

How does a blind user navigate this screen?



PEN

What if you have hand tremors or weak grip?



SCISSORS

How would a left-handed or one-handed user cut?



STAPLER

Can someone with weak hands use this effectively?

OBJECT

OBJECT

OBJECT

OBJECT



FLASHLIGHT

How does someone with low vision find & operate this?



TAPE DISPENSER

What if you can only use one hand?



NOTEBOOK

How might a user with dyslexia take notes differently?



BROOM

How can someone in a wheelchair sweep effectively?

OBJECT

OBJECT

OBJECT

OBJECT



MEASURING CUP

How does someone who is blind measure accurately?



REMOTE CONTROL

What if the user has limited vision or dexterity?



BOTTLE OPENER

Can someone with weak grip strength open a bottle?



CAN OPENER

How does a one-handed user open a can safely?

OBJECT

OBJECT

OBJECT

OBJECT



EATING UTENSIL

How might tremors affect using a fork or spoon?



MUG

What if you have limited grip or balance issues?



PLATE

How does someone with one hand manage food on a plate?



FOOD CONTAINER

Can someone with arthritis snap this lid on and off?

OBJECT

OBJECT

OBJECT

OBJECT



PILL BOTTLE

How do elderly users with weak hands open this?



DOOR HANDLE

Can someone using a walker open this door?



LIGHT SWITCH

How does someone who is blind know if lights are on?



CHAIR

What about users with different body sizes or balance needs?

OBJECT

OBJECT

OBJECT

OBJECT



DESK

How does a wheelchair user fit comfortably here?



DRAWER HANDLE

What if someone can't pinch or grip small handles?



TRASH CAN

How does someone with balance issues use a pedal bin?



THERMOSTAT

Can someone with low vision read and adjust this?

OBJECT

OBJECT

OBJECT

OBJECT



ALARM CLOCK

How does a deaf user wake up on time?



SHOWER CONTROLS

What if someone can't feel temperature changes?



ELEVATOR BUTTONS

How does someone who is blind select the right floor?



WATER FOUNTAIN

Can a wheelchair user reach and operate this?

OBJECT

OBJECT

OBJECT

OBJECT



SHOPPING CART

How does someone using crutches push a cart?



RESTROOM SINK

What about users with limited reach or mobility?



ATM / TICKET MACHINE

How does someone who is blind complete a transaction?



BICYCLE

How might someone with balance or limb differences ride?

USER

USER

USER

USER



PERSON WHO IS BLIND

CHALLENGE 1

Sometimes I run into buttons that have no labels. I swipe around, press something, wait, and hope it's the thing I was aiming for.

CHALLENGE 2

Images often show up as nothing but "graphic." I know there's information there, I just have no way to reach it.

CHALLENGE 3

It's easy to feel like the whole experience was built around sight. Features exist, conversations happen, and I'm left outside of them.

 GLOBAL IMPACT

43 million people worldwide are blind



PERSON WITH LOW VISION

CHALLENGE 1

Reading often means zooming in. When I do, the text becomes readable, but the rest of the page breaks apart. It takes longer to find anything.

CHALLENGE 2

Low contrast screens make everything blur together. After a short time, my eyes are tired and my head hurts.

CHALLENGE 3

Icons without labels are guesswork. I click, back up, try again. It's frustrating when it could be clearer.

 GLOBAL IMPACT

295 million people worldwide have moderate to severe vision impairment



PERSON WHO IS COLORBLIND

CHALLENGE 1

Error and success messages can look the same. I can't always tell if something went wrong until nothing happens.

CHALLENGE 2

Color-coded charts are hard to interpret. I usually end up asking someone to explain what the colors are supposed to mean.

CHALLENGE 3

Instructions based on color are confusing. I have to stop, compare, and guess which option matches the description.

 GLOBAL IMPACT

300 million people worldwide are colorblind (8% of men, 0.5% of women)



PERSON WITH LIGHT SENSITIVITY

CHALLENGE 1

Bright screens can feel overwhelming. After a short time, it becomes difficult to keep looking.

CHALLENGE 2

Flashing elements are more than distracting — they can trigger headaches and force me to step away.

CHALLENGE 3

Without a darker setting, using some products means discomfort. I often choose not to continue, even if I need what's there.

 GLOBAL IMPACT

10-15% of the population experiences light sensitivity

USER

USER

USER

USER



PERSON WHO IS DEAF

CHALLENGE 1

Videos without captions show me movement, but no meaning. I can see people talking, but I'm missing the entire conversation.

CHALLENGE 2

Audio alerts are silent for me. Sometimes I realize I've missed something important only when I see others reacting.

CHALLENGE 3

Voice-based features don't include me. When that's the only option, I have to find another way or move on.

 GLOBAL IMPACT

70 million people worldwide are deaf



PERSON WHO IS HARD OF HEARING

CHALLENGE 1

When audio quality is unclear, I spend more time rewinding than watching. A quick video becomes a slow, tiring process.

CHALLENGE 2

Background noise makes it hard to separate what I need to hear. I lean in, focus harder, and often still miss parts.

CHALLENGE 3

Volume controls buried in settings mean I'm already struggling before I can adjust. Sometimes I give up before I find them.

 GLOBAL IMPACT

430 million people worldwide have disabling hearing loss



PERSON SENSITIVE TO LOUD SOUNDS

CHALLENGE 1

Sudden sounds can be painful. When something plays unexpectedly, I pull away quickly, but the discomfort lingers.

CHALLENGE 2

Autoplay audio catches me off guard. I scramble to mute or close things before the pain intensifies.

CHALLENGE 3

Without warnings about volume, every click feels like a risk. I approach things cautiously, never sure what's coming.

 GLOBAL IMPACT

1 in 50,000 people have hyperacusis; millions more have noise sensitivity



PERSON WHO USES A WHEELCHAIR

CHALLENGE 1

High touchscreens and controls are out of reach from where I sit. I have to ask for help or skip that option entirely.

CHALLENGE 2

Pull handles need leverage I can't create from my position. Doors become barriers unless someone else is nearby.

CHALLENGE 3

Narrow spaces don't leave room for my wheelchair. I have to turn back and find another path, if one exists.

 GLOBAL IMPACT

75 million people worldwide use wheelchairs

USER

USER

USER

USER



PERSON WITH LIMITED REACH

CHALLENGE 1

Things placed high are beyond where my arms can extend. I look for step stools or ask taller people for help.

CHALLENGE 2

Standard height assumes a reach I don't have. What feels natural to others is a stretch I can't make.

CHALLENGE 3

Vertical designs leave me working harder to access the same things. It takes more time and more effort.

GLOBAL IMPACT

5.5 million people worldwide have dwarfism; billions more are below average height



PERSON WITH LIMITED UPPER BODY MOBILITY

CHALLENGE 1

Overhead storage is too high for me to reach. I avoid those spaces because lifting my arms that far hurts.

CHALLENGE 2

Reaching across surfaces causes pain in my shoulder. I try to adjust my position, but it doesn't always help.

CHALLENGE 3

Long scrolling tires my arms quickly. I take breaks more often than I'd like.

GLOBAL IMPACT

50 million stroke survivors worldwide; millions more with upper body limitations



PERSON USING CRUTCHES OR WALKER

CHALLENGE 1

Doors are difficult when both hands hold my mobility aids. I have to set them down, open the door, then pick them back up.

CHALLENGE 2

Carrying things means choosing between my balance and what I need. I often leave items behind.

CHALLENGE 3

Pull-open designs assume free hands. Mine are rarely available when I'm moving.

GLOBAL IMPACT

Hundreds of millions worldwide use crutches, canes, or walkers



ELDERLY PERSON WITH REDUCED MOBILITY

CHALLENGE 1

Fast-closing doors don't give me enough time. I've had a few close calls that made me more hesitant.

CHALLENGE 2

Timed buttons move faster than I do. I feel rushed, and sometimes I can't finish before time runs out.

CHALLENGE 3

Standing for long periods drains my energy. I need to sit down more often than I used to.

GLOBAL IMPACT

1 billion people worldwide are age 60+; 35% have mobility limitations

USER

USER

USER

USER



PERSON WITH LIMITED BALANCE

CHALLENGE 1

Reaching while standing makes me unsteady. I worry about falling, so I'm careful about what I try.

CHALLENGE 2

Spaces without support leave me feeling unsafe. I look for railings or walls before I move forward.

CHALLENGE 3

Smooth floors can be slippery. I walk slower and stay alert, but it's still nerve-racking.

 GLOBAL IMPACT

15% of adults worldwide report balance problems



PERSON WHO CANNOT BEND OR KNEEL

CHALLENGE 1

Low shelves are beyond my reach when I can't bend down. I skip those items or hope someone can grab them.

CHALLENGE 2

If something drops, it usually stays there. Bending to pick it up isn't an option for me.

CHALLENGE 3

Floor-level controls aren't accessible. I have to work around them or ask for accommodation.

 GLOBAL IMPACT

Common with arthritis (500+ million worldwide) and back injuries



PERSON WITH USE OF ONLY ONE HAND

CHALLENGE 1

Tasks requiring both hands need creative workarounds. Sometimes I use my teeth, my knee, or ask someone nearby.

CHALLENGE 2

Simultaneous button presses aren't possible for me. I look for alternatives, but they're not always there.

CHALLENGE 3

Holding while manipulating means choosing one or the other. I adapt, but it takes longer than it should.

 GLOBAL IMPACT

5 million people worldwide born with limb differences; millions more from injury



PERSON WITH LIMITED HAND STRENGTH

CHALLENGE 1

Tight lids and caps often defeat me. I try different angles, but usually end up asking for help.

CHALLENGE 2

Heavy doors take effort I don't have. I wait for someone to come through or find another entrance.

CHALLENGE 3

Pinch gestures require strength my hands can't provide. I miss out on features that rely on them.

 GLOBAL IMPACT

25% of adults over 65 have limited hand strength

USER

USER

USER

USER



PERSON WITH HAND TREMORS

CHALLENGE 1

Small buttons are hard to hit when my hands shake. I tap multiple times, hoping one connects.

CHALLENGE 2

Dragging precisely doesn't work for me. My hand moves when I don't want it to.

CHALLENGE 3

Timed tasks add pressure that makes my tremors worse. I feel rushed and less in control.

 GLOBAL IMPACT

10 million people worldwide have essential tremor



PERSON WITH ARTHRITIS IN HANDS

CHALLENGE 1

Repetitive motions make my joints ache. The pain builds up faster than I expect.

CHALLENGE 2

Mornings are when my hands are stiffest. I wait for them to loosen before I can grip anything.

CHALLENGE 3

Complex gestures push past what's comfortable. I stop before it gets too painful.

 GLOBAL IMPACT

500+ million people worldwide have arthritis



PERSON WITH PROSTHETIC HAND/ARM

CHALLENGE 1

Pressure-sensitive controls need feedback I don't receive. I press harder or lighter, guessing what's needed.

CHALLENGE 2

Texture differences are invisible to me through my prosthetic. I rely on sight instead of touch.

CHALLENGE 3

Temperature warnings don't reach me. I've been burned before because I couldn't feel the heat.

 GLOBAL IMPACT

5 million people worldwide live with upper limb amputation



PERSON WITH LIMITED FINE MOTOR CONTROL

CHALLENGE 1

Tiny checkboxes take several tries to click. I overshoot, undershoot, and try again.

CHALLENGE 2

Precise tasks that need steady hands are difficult. What takes others seconds takes me much longer.

CHALLENGE 3

Typing is slower and full of mistakes. I have to go back and correct more often than I'd like.

 GLOBAL IMPACT

Affects millions with Parkinson's, cerebral palsy, and motor disabilities

USER

USER

USER

USER



PERSON WITH SMALL HANDS

CHALLENGE 1

Large devices are awkward to hold one-handed. I shift my grip often and sometimes drop them.

CHALLENGE 2

Wide grips slip from my hands. I need both hands for things others manage with one.

CHALLENGE 3

Default sizing assumes hands bigger than mine. I adjust constantly to make it work.

GLOBAL IMPACT

Women's hands average 20% smaller; affects billions worldwide



PERSON WITH LIMITED NECK MOBILITY

CHALLENGE 1

Looking up at screens causes pain that lingers. I try to adjust my position, but there's only so much I can do.

CHALLENGE 2

Checking around me means turning my whole body. Quick glances aren't possible anymore.

CHALLENGE 3

Angled interfaces force my neck into positions that hurt later. I endure it when I have to, but I feel it for hours.

GLOBAL IMPACT

Common after whiplash and cervical issues; affects millions worldwide



PERSON RECOVERING FROM INJURY

CHALLENGE 1

This temporary limitation shows me barriers I didn't notice before. I wonder how others manage when it's permanent.

CHALLENGE 2

My cast prevents basic gripping. Simple things now take planning and patience.

CHALLENGE 3

Everything takes more time and more energy. I get tired faster than I expected.

GLOBAL IMPACT

Hundreds of millions of injuries worldwide annually



PERSON WITH DYSLEXIA

CHALLENGE 1

Dense text starts to swim when I look at it. Letters rearrange, and I lose my place more than once.

CHALLENGE 2

Similar letters blur together. I reread sentences to make sure I understood them correctly.

CHALLENGE 3

Time limits make reading harder. The pressure builds, and comprehension drops.

GLOBAL IMPACT

780 million people worldwide have dyslexia (10% of population)

USER

USER

USER

USER



PERSON WITH MEMORY CHALLENGES

CHALLENGE 1

Multi-step processes slip away mid-task. I find myself starting over because I forgot where I was.

CHALLENGE 2

Without reminders of progress, I get lost easily. I wish I could see where I've been.

CHALLENGE 3

Remembering complex passwords is difficult. I write things down or reset more often than I'd prefer.

 GLOBAL IMPACT

55 million people worldwide have dementia; memory issues affect all ages



PERSON WITH ATTENTION CHALLENGES (ADHD)

CHALLENGE 1

Pop-ups pull my focus away instantly. Getting back to what I was doing takes effort and time.

CHALLENGE 2

Busy layouts overwhelm me. I struggle to find what I need when everything competes for attention.

CHALLENGE 3

Without clear structure, I don't know where to start. I freeze, unsure of the next step.

 GLOBAL IMPACT

366 million adults worldwide have ADHD



PERSON WITH AUTISM (SENSORY)

CHALLENGE 1

Unexpected sounds are jarring. They break my focus and sometimes I need time to recover.

CHALLENGE 2

Certain textures feel uncomfortable in ways that are hard to explain. I avoid them when I can.

CHALLENGE 3

Ambiguous instructions leave me uncertain. I prefer clarity over guessing what's expected.

 GLOBAL IMPACT

75 million people worldwide have autism spectrum disorder



PERSON WITH ANXIETY IN COMPLEX SITUATIONS

CHALLENGE 1

Too many choices make it hard to decide. I worry about picking wrong and end up stuck.

CHALLENGE 2

Not knowing what happens next stops me from moving forward. Uncertainty feels risky.

CHALLENGE 3

Timers increase my stress quickly. I feel rushed and make more mistakes under pressure.

 GLOBAL IMPACT

300+ million people worldwide have anxiety disorders

USER

USER

USER

USER



PERSON PRONE TO MOTION SICKNESS

CHALLENGE 1

Moving elements on screen make me queasy. I look away or close things before it gets worse.

CHALLENGE 2

Auto-scrolling and rotation trigger nausea. I avoid those features when possible.

CHALLENGE 3

VR experiences don't last long for me. I feel sick within a minute or two.

 GLOBAL IMPACT

33% of people experience motion sickness



PERSON CARRYING INFANT/TODDLER

CHALLENGE 1

Doors are tricky when my hands hold my child. I use my shoulder, my foot, whatever works in the moment.

CHALLENGE 2

Two-handed tasks aren't possible right now. I do what I can one-handed or wait until I can set my child down.

CHALLENGE 3

Needs change quickly with little ones. I have to act fast, and complicated steps slow me down.

 GLOBAL IMPACT

Billions of parents worldwide; affects everyone at some point



PREGNANT PERSON

CHALLENGE 1

Bending is getting harder as time goes on. I avoid low things when I can, or move more carefully.

CHALLENGE 2

My balance has shifted. Reaching up feels less stable than it used to.

CHALLENGE 3

I get tired faster now. Long tasks require breaks I didn't need before.

 GLOBAL IMPACT

140 million births worldwide annually



PERSON WITH HANDS FULL

CHALLENGE 1

Touch controls don't work when I'm carrying bags. I have to set things down, which isn't always convenient.

CHALLENGE 2

Pull handles mean rearranging what I'm holding. It's awkward and takes longer.

CHALLENGE 3

I often have my hands full. Designs that assume otherwise add friction to my day.

 GLOBAL IMPACT

Universal daily experience affecting everyone

USER

USER

USER

USER



PERSON IN A RUSH (TIME PRESSURE)

CHALLENGE 1

Unclear buttons cost me time I don't have. I'm trying to move quickly and every delay adds up.

CHALLENGE 2

Confusing layouts slow me down. I need things to be obvious when I'm in a hurry.

CHALLENGE 3

Extra steps feel much longer under pressure. I'm watching the clock with each click.



GLOBAL IMPACT
Universal experience affecting everyone regularly



PERSON WITH LOW STAMINA

CHALLENGE 1

Long processes use up my energy budget. I sometimes have to stop before finishing.

CHALLENGE 2

Standing for extended periods isn't sustainable for me. I look for places to rest.

CHALLENGE 3

Tasks that require sustained effort are challenging. I pace myself and take breaks when needed.



GLOBAL IMPACT
Affects hundreds of millions with chronic illness, post-viral conditions



PERSON WHO'S REALLY UPSET

CHALLENGE 1

When I'm already stressed, small frustrations feel bigger. My patience is low and things are harder to process.

CHALLENGE 2

Confusion adds to my overwhelm. I need simplicity, especially when emotions are high.

CHALLENGE 3

Poor experiences compound when I'm upset. What might be a minor issue on a good day feels much worse now.



GLOBAL IMPACT
Universal human experience affecting decision-making



CHILD USER (AGES 5-10)

CHALLENGE 1

Grown-up words don't always make sense to me. I need things explained more simply.

CHALLENGE 2

High placements are out of my reach. I have to ask for help or skip those things.

CHALLENGE 3

Long instructions are hard to remember. I lose track before getting to the end.



GLOBAL IMPACT
1 billion+ children worldwide in this age range

USER

USER

USER

USER



NON-NATIVE SPEAKER

CHALLENGE 1

Idioms and slang don't translate well. I pause to figure out what's meant, and sometimes I still miss it.

CHALLENGE 2

Important details hidden in long text are easy to overlook. I read slower and reread to catch everything.

CHALLENGE 3

Cultural references assume knowledge I don't share. I'm left guessing or searching for context.



Billions worldwide speak non-native languages; 1+ billion English learners



PERSON WITH CHRONIC PAIN

CHALLENGE 1

Repetitive actions make my pain worse over time. I have to stop more often than I'd like.

CHALLENGE 2

Awkward positions increase discomfort quickly. I shift around trying to find something that works.

CHALLENGE 3

I ration my energy carefully. Some things aren't worth the pain they'll cause later.



1.5 billion people worldwide have chronic pain



PERSON WITH DEPTH PERCEPTION ISSUES

CHALLENGE 1

Stairs look flat to me. Each step requires focus because I can't judge the distance by sight.

CHALLENGE 2

Pouring or placing objects takes guesswork. I spill or miss more often than most.

CHALLENGE 3

Curbs and edges blend in. I've tripped before when I didn't see the change in level.



5-10% of population lacks stereoscopic depth perception



PERSON WITH PROSTHETIC LEG

CHALLENGE 1

Uneven ground makes balance harder. I walk more cautiously on surfaces that aren't smooth.

CHALLENGE 2

Stairs feel riskier without a railing. I need something stable to hold onto.

CHALLENGE 3

Standing for long stretches causes pressure and pain where my prosthetic meets my limb. I shift weight and look for places to sit.



40+ million people worldwide live with limb amputation

DESIGN PRINCIPLE

DESIGN PRINCIPLE

DESIGN PRINCIPLE

DESIGN PRINCIPLE

AFFORDANCE

Design features that show how something should be used.

ASK YOURSELF

"What visual or physical cues reveal how to interact with this?"

HOW TO DESIGN WITH IT

Shape and style elements so they naturally suggest the right action without instructions.

EXAMPLE A handle shaped for gripping, buttons that look pressable

FEEDBACK

Design provides a clear response confirming user actions worked.

ASK YOURSELF

"How does the user know their action was successful?"

HOW TO DESIGN WITH IT

Always give immediate cues that reflect the current state of the system back to the user.

EXAMPLE Click sound, LED indicator, tactile confirmation, visual change

VISIBILITY

Important information and controls are clearly perceivable.

ASK YOURSELF

"Can users immediately see what matters most?"

HOW TO DESIGN WITH IT

Prioritize key actions visually so users never have to hunt for what to do next.

EXAMPLE High contrast, large size, prominent placement, clear labels

SIMPLICITY

Remove unnecessary complexity; include only essential elements.

ASK YOURSELF

"What can you eliminate without losing core function?"

HOW TO DESIGN WITH IT

Regularly strip away any visual, informational, or interactive clutter.

EXAMPLE Fewer steps, cleaner interface, obvious primary action

DESIGN PRINCIPLE

DESIGN PRINCIPLE

DESIGN PRINCIPLE

DESIGN PRINCIPLE

FLEXIBILITY IN USE

Accommodates different user preferences, abilities, and approaches.

ASK YOURSELF

"Can this work in multiple ways for different users?"

HOW TO DESIGN WITH IT

Build features that adapt to varied contexts rather than forcing one rigid workflow.

EXAMPLE Adjustable settings, alternative methods, customizable interfaces

ERROR PREVENTION

Design makes mistakes difficult or impossible to make.

ASK YOURSELF

"What could go wrong? How do you prevent it?"

HOW TO DESIGN WITH IT

Identify likely mistakes early and eliminate them through constraints or smarter defaults.

EXAMPLE Physical constraints, confirmation steps, reversible actions

CONSISTENCY & STANDARDS

Similar elements look and behave in predictable, familiar ways.

ASK YOURSELF

"Does this follow patterns users already know?"

HOW TO DESIGN WITH IT

Align new experiences with established patterns to reduce learning effort.

EXAMPLE Standard symbols, familiar placement, repeated visual language

MULTIPLE MEANS OF ACCESS

Provide multiple ways to access the same information or function.

ASK YOURSELF

"If one method fails or isn't available, what's the backup?"

HOW TO DESIGN WITH IT

Always back up any single interaction style with an inclusive alternative.

EXAMPLE Visual + audio cues, keyboard + touch controls