

Universal Design

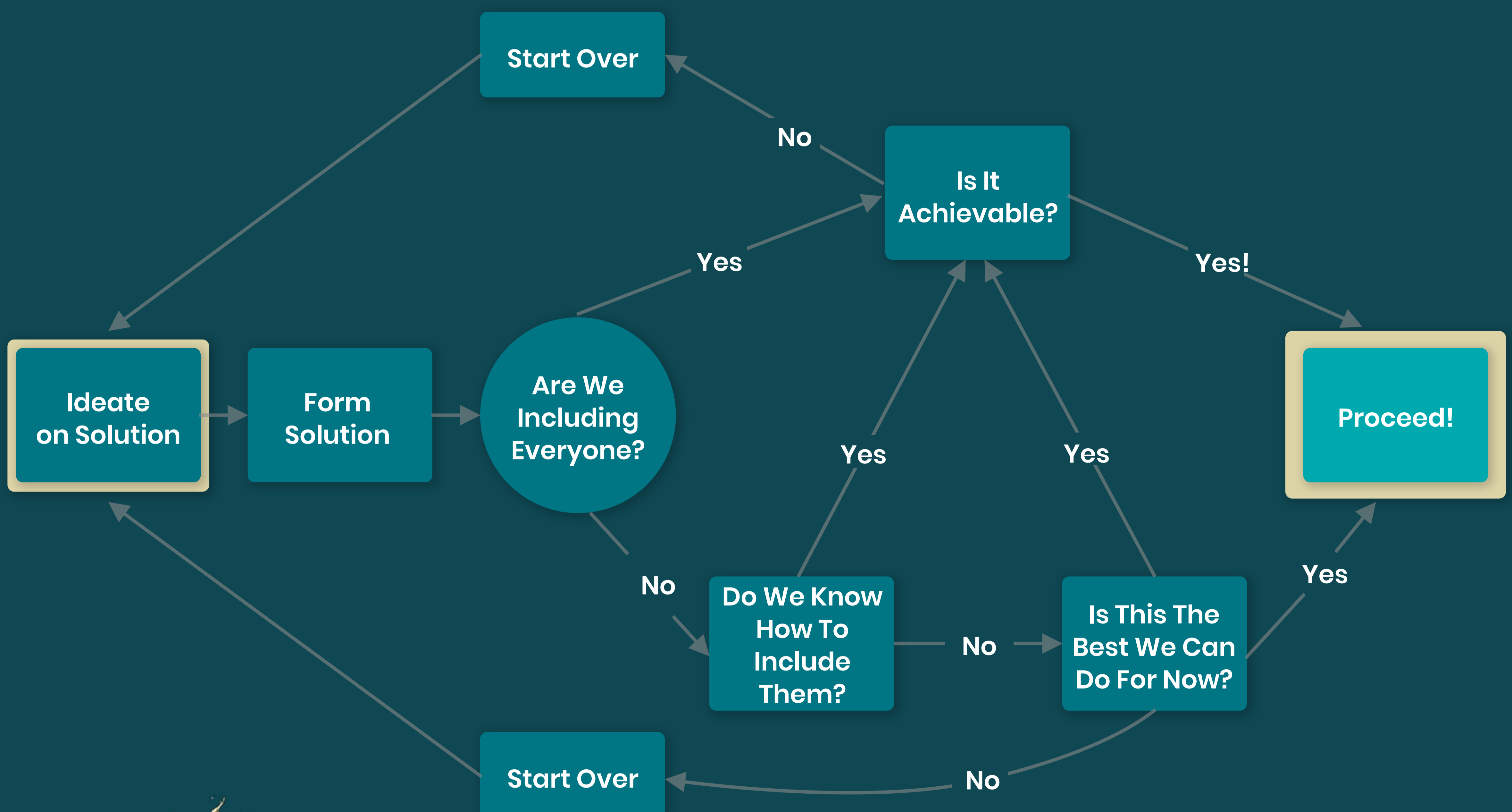
Coined by the architect Ronald Mace to describe the concept of designing all products and the built environment to be aesthetic and usable to the greatest extent possible by everyone.

7 Principles

1. Equitable use
2. Flexibility in use
3. Simple and intuitive
4. Perceptible information
5. Tolerance for error
6. Low physical effort
7. Size and space for approach and use

https://en.wikipedia.org/wiki/Universal_design

For the Freer Thinking project we used this decision tree to maximise our inclusion:



FREER | SACKLER

 Art Processors