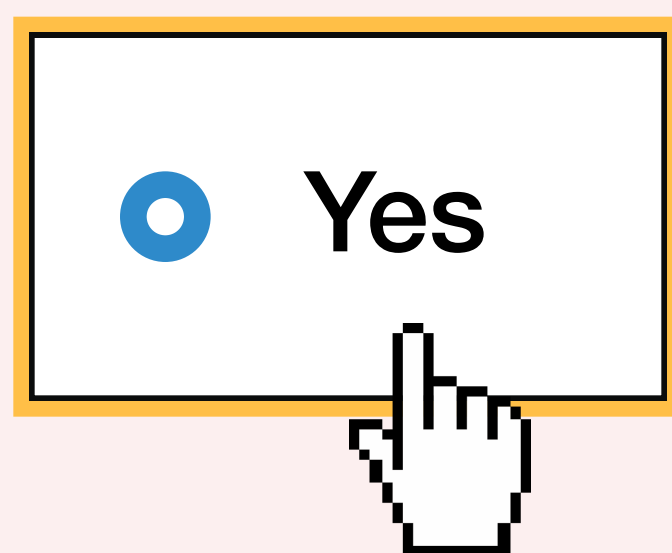


Designing for users with physical or motor disabilities

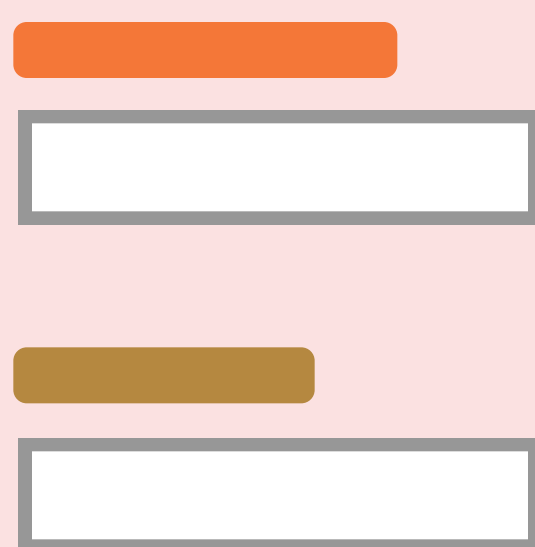


Do...

make large clickable actions



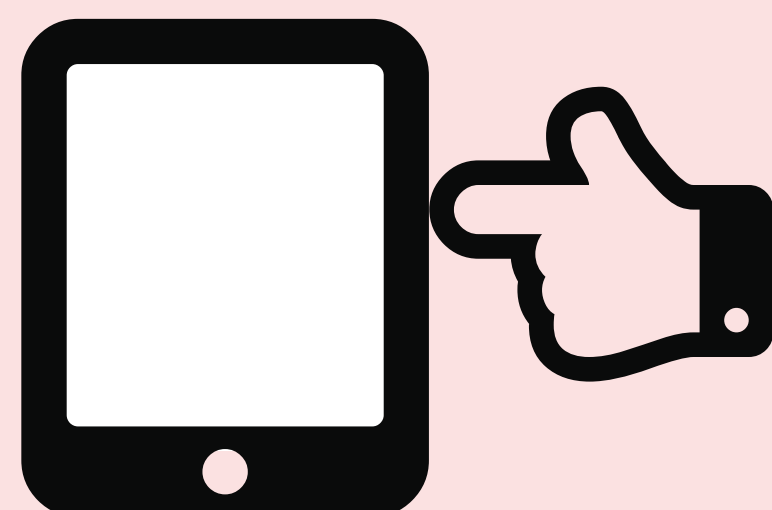
give form fields space



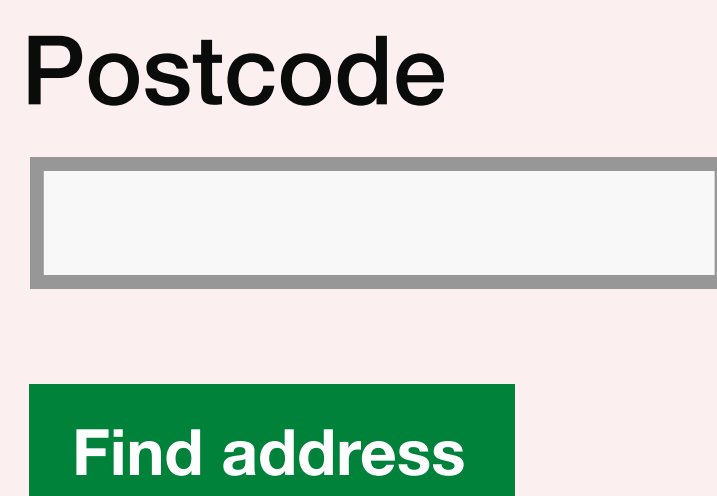
design for keyboard or speech only use



design with mobile and touchscreen in mind

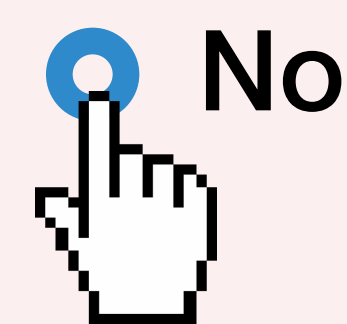


provide shortcuts

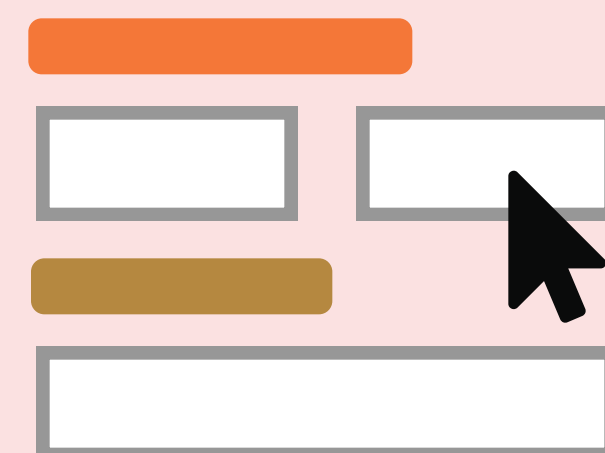


Don't...

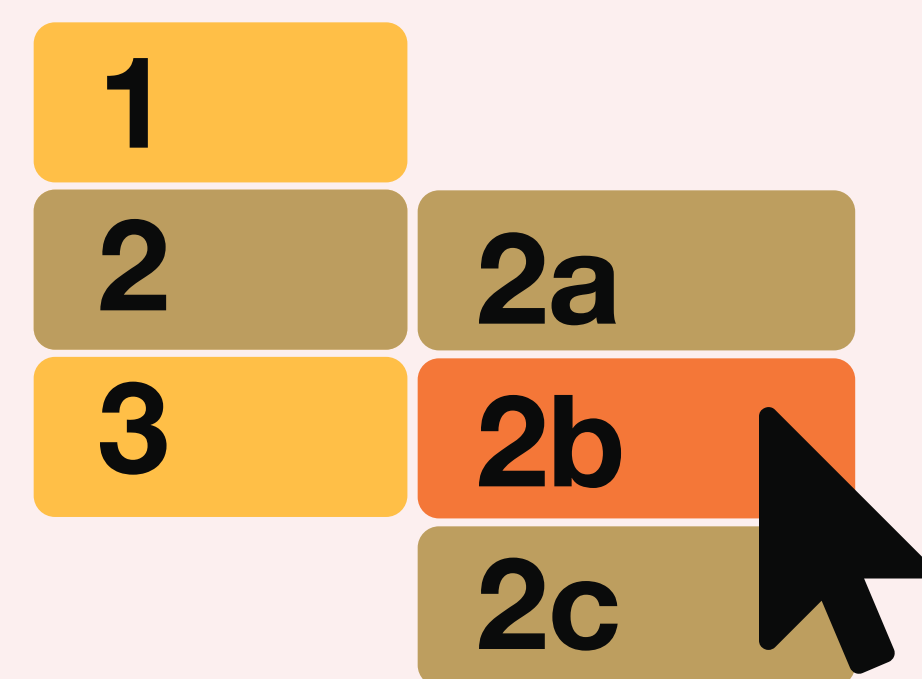
demand precision



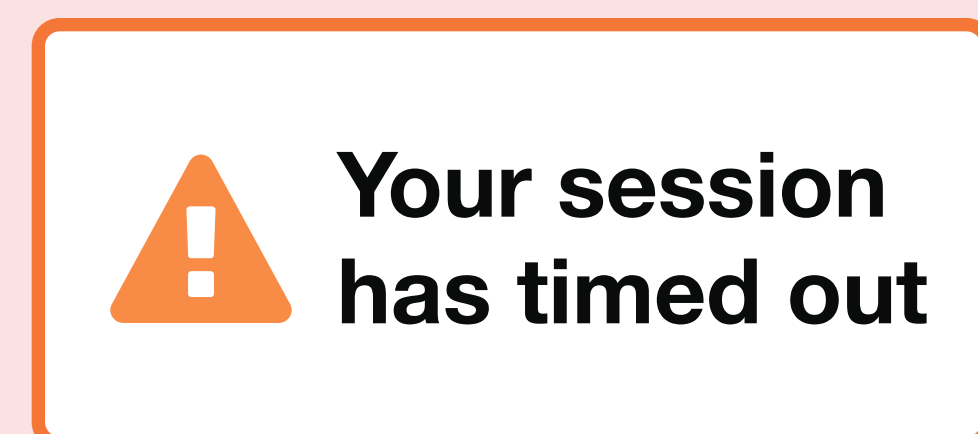
bunch interactions together



make dynamic content that requires a lot of mouse movement



have short time out windows



tire users with lots of typing and scrolling

