Project *enable*

Definitions

Medical Model of Disability: The Medical Model defines disability as a medical issue, that there is something wrong with the individual and they need to be cured. This model says that having a disability is negative and abnormal and that the person shouldn't be surprised when they are not accepted into "normal" society because of their disability.

Social Model of Disability: The Social Model states that disability is a status put onto people by an unaccommodating society. It looks to remove the barriers preventing people with disabilities from contributing to society. The model focuses on helping to change people's ingrained attitudes towards people with disabilities rather than socially excluding them.

Barrier-Free Design: Barrier-Free Design was first developed in the 1950s in response to the overwhelming number of veterans that had returned to the U.S. with injuries. The concept of Barrier-Free Design focuses mainly on physical access to buildings.

- Information/Reference/Check-Out Desks are wheelchair accessible
- Aisles of the shelves are wide and clear of obstacles
- Entrances into the library are wheelchair accessible

Accessible Design: Accessible Design is another design theory. The concept of Accessible Design has basically the same idea as Barrier-Free Design. However, instead of focusing just on the physical aspect of accessibility, it takes into account different adjustments to services and programs that are provided to the public

- Staff trained in ASL
- DVDs are available in closed caption
- Microphones at programming events for those hard of hearing

Universal Design: Universal Design refers to the process of creating products and facilities that are usable by a wide range of people with varying ability levels. It is intended to benefit all users by making interaction and use comfortable, safe, and easy.

- Lighting should be warm; don't use fluorescents

- Use colors that can be identified by people with all types of color vision
- Present information in different forms (text, audio, visual, etc)

Seven Principles of Universal Design:

1. <u>Equitable Use</u>- The design is useful and marketable to people with diverse abilities.
2. <u>Flexibility in Use</u> - The design accommodates a wide range of individual preferences and abilities.
3. <u>Simple and Intuitive Use</u> - Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.
4. <u>Perceptible Information</u> - The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.
5. <u>Tolerance for Error</u> - The design minimizes hazards and the adverse consequences of accidental or unintended actions.
6. <u>Low Physical Effort</u> - The design can be used efficiently and comfortably with a minimum of fatigue.
7. <u>Size and Space for Approach and Use</u> - Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility.