Project enable

Programming Development Part 1

Content from: "Making a Makerspace? Guidelines for Accessibility and Universal Design."

1. <u>Sewing Machines:</u> Is there a hand-operated or switch-operated sewing machine that can be accessed by individuals who cannot use pedals?

2. <u>3D Printers</u>: Is the print surface accessible? Are the software and interfaces required to operate the printer accessible with screen-readers and other assistive technology?

3. <u>Laser Cutters</u>: Is the surface accessible for individuals with a disability? Can large or raised labels be added to key buttons or features?

4. <u>Hand Tools</u>: Do you have clear labels and organization for hand tools? Do tools have rubberized grips? Are plastic guards used on all saws or other sharp tools?

5. <u>Electronics</u>: Is use of fume hoods or smoke absorbers encouraged? Are storage bins for resistors and other components clearly labeled with large print or braille?

6. <u>Rapid Prototyping</u>: Do you have materials that are accessible for diverse abilities? Some may prefer wood and nails, while others may prefer foam, pipe cleaners, or clay depending on their dexterity, strength, and background in fabrication.

7. <u>Computers</u>: Is assistive technology, including trackballs, alternative keyboards, screen readers, and speech-to-text software, available?