Inclusive Classrooms: ICT Integration in Postsecondary Education

Michelle D’Souza
Senior Inclusive Developer
Inclusive Design Research Centre
OCAD University

Anastasia Cheetham
Inclusive Developer/Technical Writer
Inclusive Design Research Centre
OCAD University
Today

- Disability, accessibility
- Inclusion, personalization
- Participatory design
- Inclusive design
- Floe’s ecosystem of personalization
How would you define disability?
Rethinking Disability
Rethinking Disability

A mismatch between the user and the user interface or environment.
Disability is contextual
Disability is environmental
What kind of mismatches do you encounter in the classroom?
Accessibility is...

the ability of the system
to accommodate the needs of the user
does one size ever fit all?

Are you typical?
One Size Fits One

Personalization

- **Content** that can be delivered in a form that people can understand and use
- **User interfaces** that can adapt to the needs, preferences, tastes of users—feel at home
Personalization is...
Personalization is...
How could personalization help in your classroom?
“Nothing about us without us”
Participatory Design
How might participatory design work in your classroom?
Accessibility is...
Accessibility is...

Something we all benefit from.
Accessibility is sometimes universal
How could the personalization ideas we have benefit others?
What is Inclusive Design?

Design that considers the full range of human diversity with respect to ability, language, culture, gender, age and other forms of human difference.
Three Dimensions of Inclusive Design

- Recognition of diversity and uniqueness
- Inclusive process and tools
- Broader beneficial impact
Floe’s Ecosystem of Personalization
Declaring Needs

http://demo.floeproject.org/demos/prefsFramework/ClimateChange.html
Metacognition and Learning Approach

http://build.fluidproject.org/prefsEditors/demos/explorationTool/
OER Producers
Create and Label Content

OER Delivery Systems
Match Needs with Content

http://schema.org/
Feedback Loop

<coming soon>
Animals are a major group of multicellular, eukaryotic organisms of the kingdom Animalia or Metazoa. Their body plan eventually becomes fixed as they develop, although organisms. Most reproduce sexually, by means of differentiated eggs and sperm. Most animals are diploid, meaning that the cells of adults contain two copies of the genetic material. The development of most animals is characterized by distinctive stages, including a zygote, formed by the product of the first few division of cells following fertilization; a blastula, which is a hollow ball of cells
Strategies for Making Content Personalizable
Inclusive Learning Design Handbook

http://handbook.floeproject.org/
Alternative Content: Captions

http://amara.org/
Accessibility Checkers

http://achecker.ca
http://webaim.org/resources/contrastchecker/
Guidelines

http://wiki.fluidproject.org/display/docs/Quick-and-Dirty+Website+Accessibility+Tests+-+and+Fixes
Michelle D’Souza
mdsouza@ocadu.ca

Anastasia Cheetham
acheetham@ocadu.ca