

Building Inclusive Campus Practices Upon a Universal Design Framework

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2 Units in Accessible Technology Services

IT Accessibility Team

- **1984**
- Funded by UW

DO-IT Center

USA, 1992–

Supported with federal, state, corporate, private funds

DO-IT Japan, 2007–



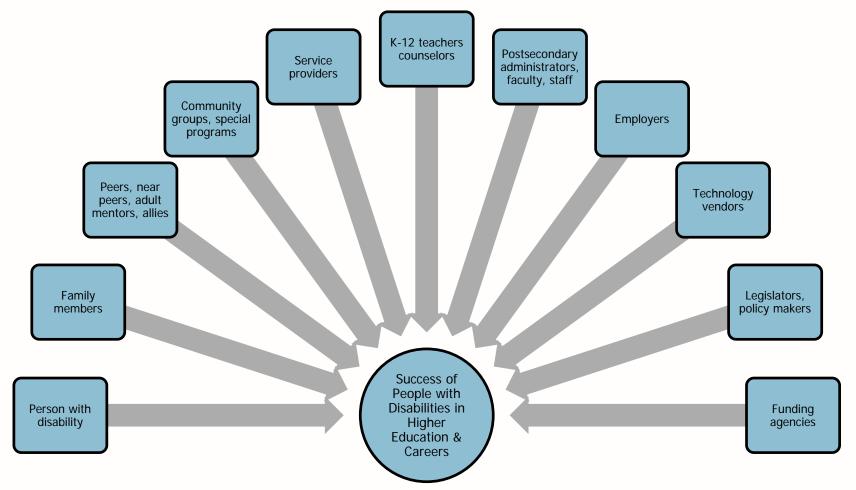
Disabilities Opportunities Internetworking Technology

Center on UD in Education, 1999–





Student-Centered Community Building Model: Key stakeholders (like you!) that contribute to the success of students with disabilities



Problem: Some stakeholders are not doing their share!

Basic approaches

When we are working with students, we promote
 SELF DETERMINATION

 When we are working with faculty, staff, institutions, technology companies, we promote UNIVERSAL DESIGN (UD)

Universal Design for Learning (UDL)

How can we leverage our campus UDL efforts to make all institutional offerings fully accessible to, usable by, & inclusive of marginalized groups, including students with disabilities? How can this approach lead campus Disability, Equity & Inclusion initiatives?

In an "inclusive" campus, everyone

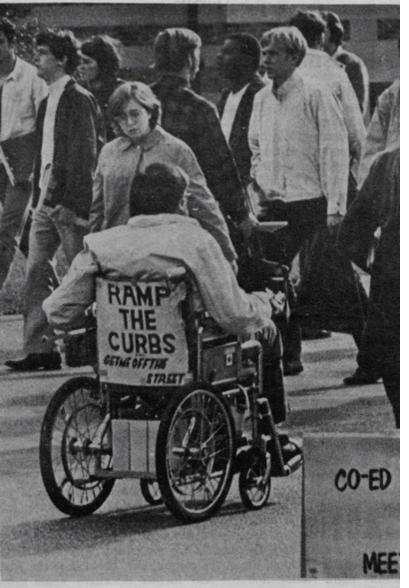
- who meets requirements, with or without accommodations, is encouraged to participate
- feels welcome
- is fully engaged in accessible & inclusive activities



Goal: a paradigm shift to a more broadly defined inclusive campus

- "paradigm" = a theory or a group of ideas about how something should be done, made, or thought about"
- "dominant paradigm" = a collection of values or a system of thought in a society or organization that is widely held at a given time. It provides an almost unconscious, internalized framework that affects the way people think things should work & often goes without question.

Ramp The Curbs



Forging a stream of humanity, this silent protester carries his campaign on his back. His goal: to end high-rise sidewalks. (photo by grant haller)

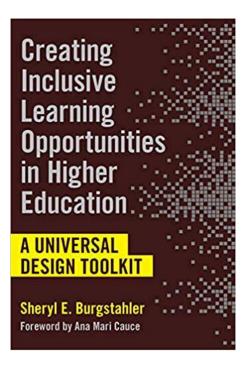
Consider

"The Daily"

UW, 1970

References:

 NEW BOOK: Creating Inclusive Learning Opportunities in Higher Education: A Universal Design Toolkit (2020).



20% discount with code INLEHE

when ordered from Harvard Education Press

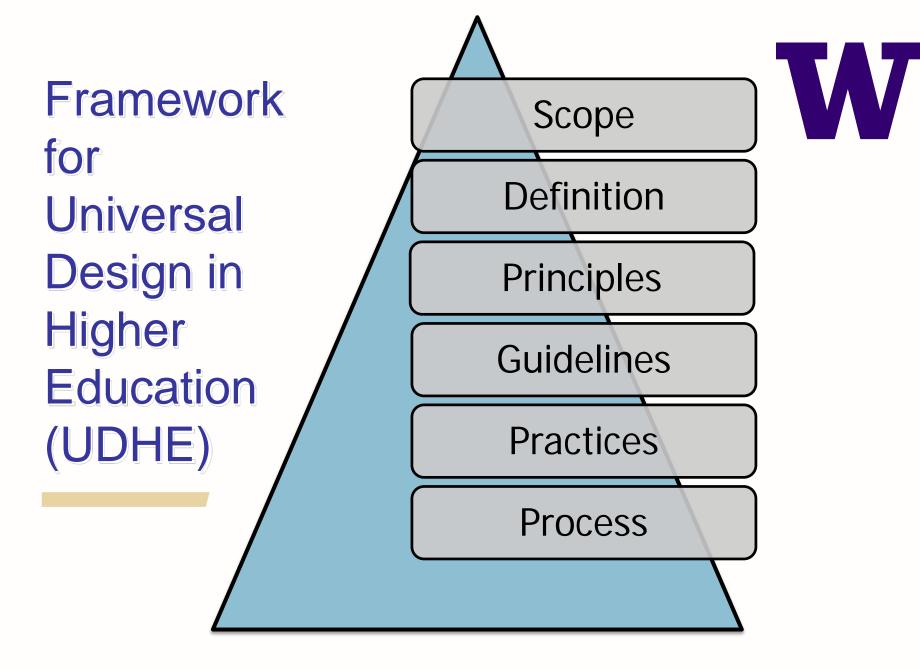
- RESOURCE: The Center on Universal Design in Education at uw.edu/doit/cude
- ENGAGE: Email sherylb@uw.edu to join the UDHE online community of practice

One-minute history of the evolution of responses to human differences

- Eliminate, exclude, segregate
- Cure, rehabilitate, accommodate
- Social justice: Inclusion & universal design







Scope: All applications in HE

- Instruction (applying UDL)
- Services
- Technology
- Physical spaces
- Project, conference exhibits, presentations, and professional organizations

Scope: Students diverse wrt

- race, ethnicity, cultural background,
- sexual identity,
- socioeconomic level,
- age, marital status,
- religious beliefs, values,
- academic interests,
- work experiences,
- specific abilities, …

Consider ability on a continuum

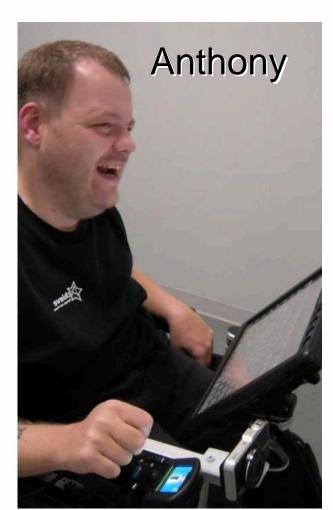
Able

Not able

understand English, social norms see hear walk read print write with pen or pencil communicate verbally tune out distraction learn manage physical/mental health

For UD consider who might be in a course or using IT, a service or a physical space, including

Adrian



Jesse







Definition: Universal Design (UD) =

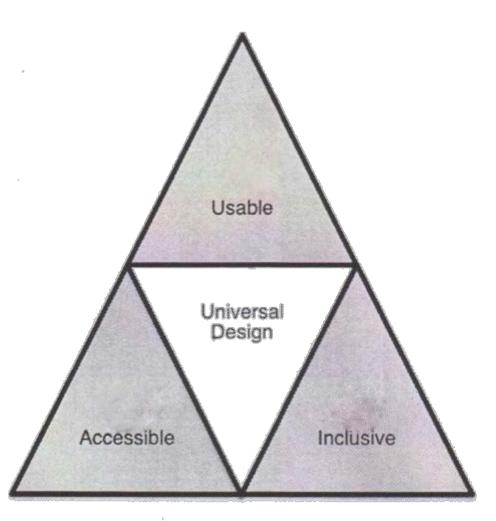
"the design of products & environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design."

The Center for Universal Design www.design.ncsu.edu/cud UNIVERSITY of WASHINGTON

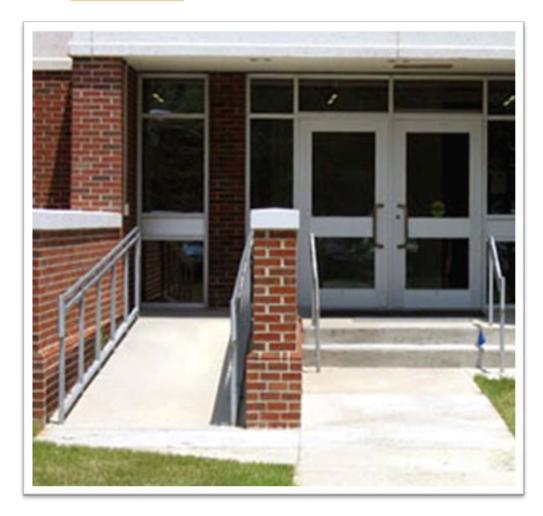


Proactive design terminology

- Accessible design
- Usable design
- Inclusive design
- Universal design
- Barrier-free design
- Design for all

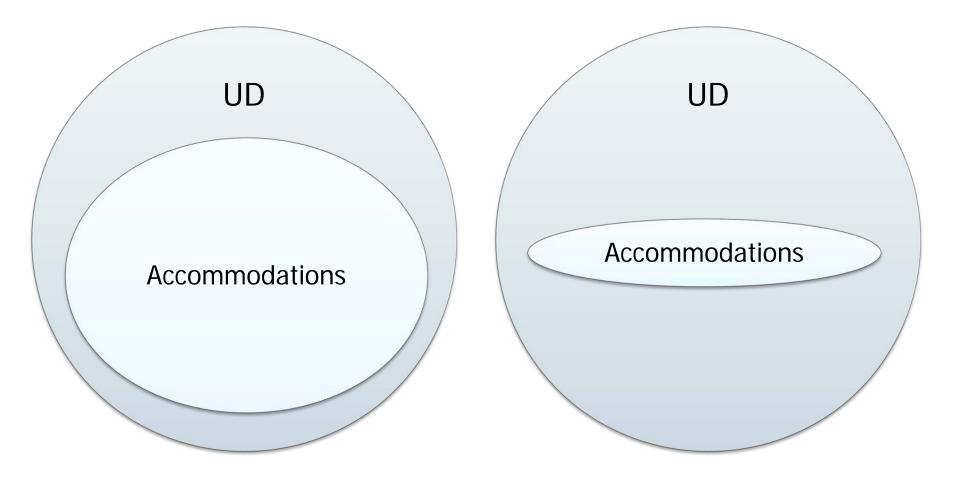


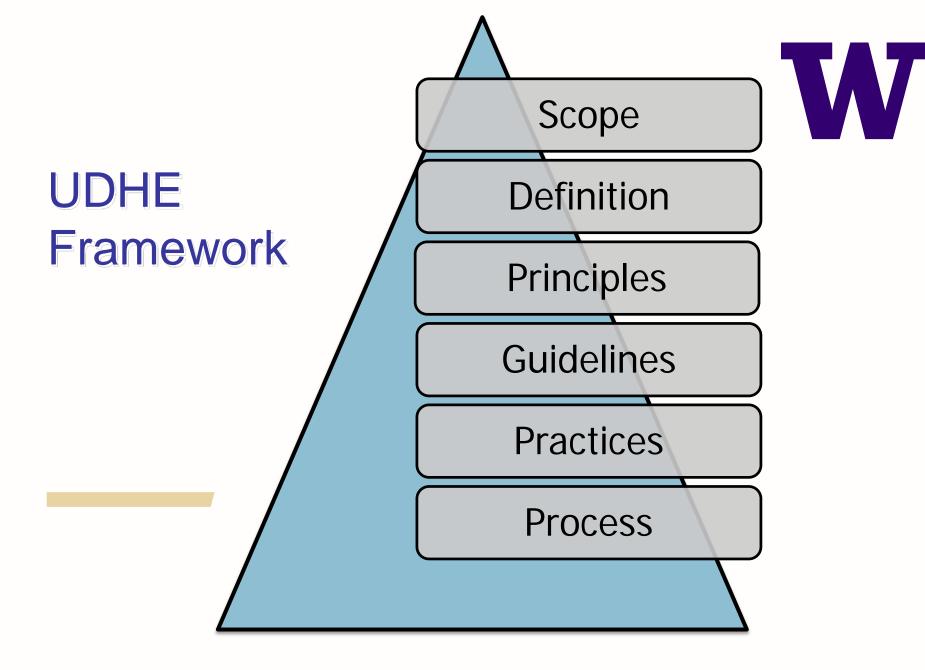
UD provides inclusive access



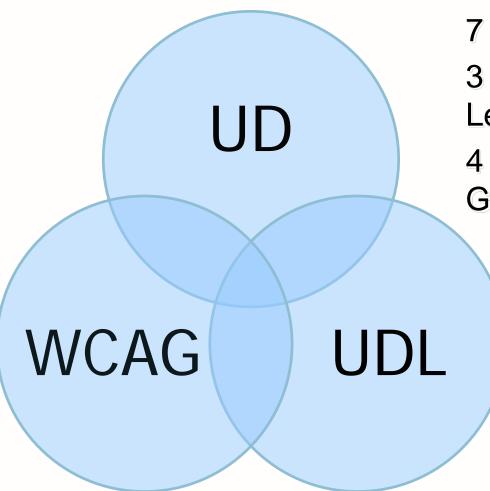


More UD = fewer accommodations





Principles: 3 sets underpin UD of all aspects of higher education



7 Universal Design
3 Universal Design for
Learning
4 Web Content Accessibility

Guidelines



(1) Principles of UD

- Flexibility in use
- Equitable use
- Simple & intuitive use
- Perceptible information
- Tolerance for error
- Low physical effort
- Size & space for approach & use
- Center for Universal Design



(2) Principles for UD for Learning (UDL)

- > Offer:
- Multiple means of representation
- Multiple means of engagement



- Multiple means of action & expression
- Center for Applied Special Technology (CAST)

"When you plant lettuce,

if it does not grow well, you don't blame the lettuce. You look for reasons it is not doing well.

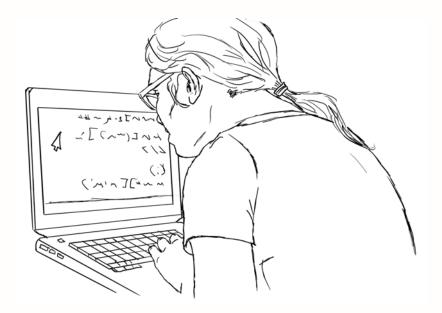
It may need fertilizer, or more water, or less sun..."

-Thích Nhất Hạnh, Vietnamese Buddhist Monk

(3) Principles for UD of IT

Underpinning of Web Content Accessibility Guidelines to ensure that digital tools/content is

- Perceivable
- Operable
- Understandable
- Robust



- Web Accessibility Initiative (W3C)

Summary: principles that underpin UD Framework

- UD 1 Equitable use
- UD 2 Flexibility in use
- UD 3 Simple and intuitive
- UD 4 Perceptible information
- UD 5 Tolerance for error
- UD 6 Low physical effort
- UD 7 Size and space for approach and use
- UDL 1 Multiple means of engagement
- UDL 2 Multiple means of representation
- UDL 3 Multiple means of action and expression
- WCAG 1 Perceivable
- WCAG 2 Operable
 - Understandable
- WCAG 4 Robust

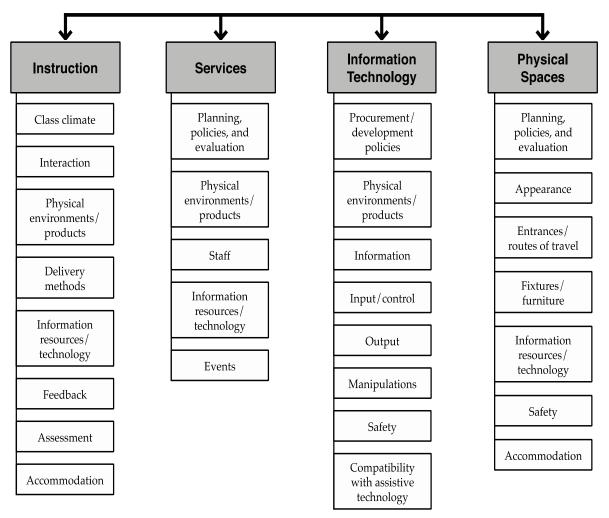
WCAG 3



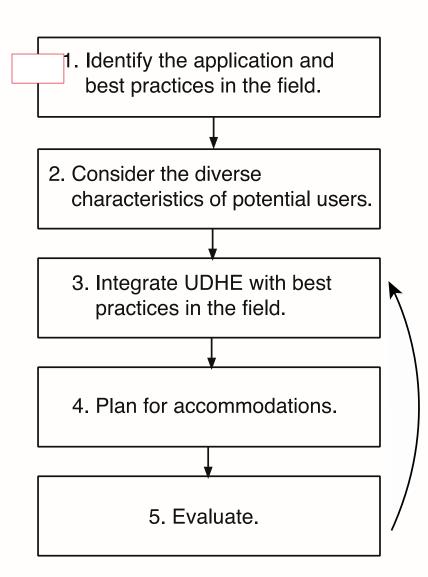
In a nutshell,

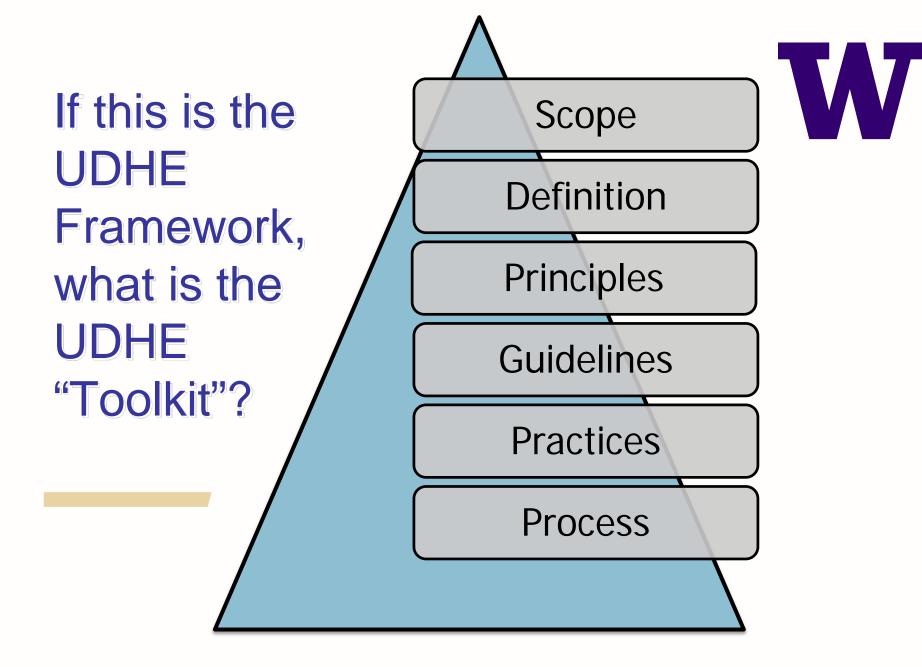
- 1. Provide multiple ways for participants to learn & to demonstrate what they have learned.
- 2. Provide multiple ways to engage.
- Ensure all technologies, facilities, services, resources, & strategies are accessible to individuals with a wide variety of disabilities.

Practices supported by UD, UDL, WCAG principles, with checklists at uw.edu/doit/cude



Process for applying UD



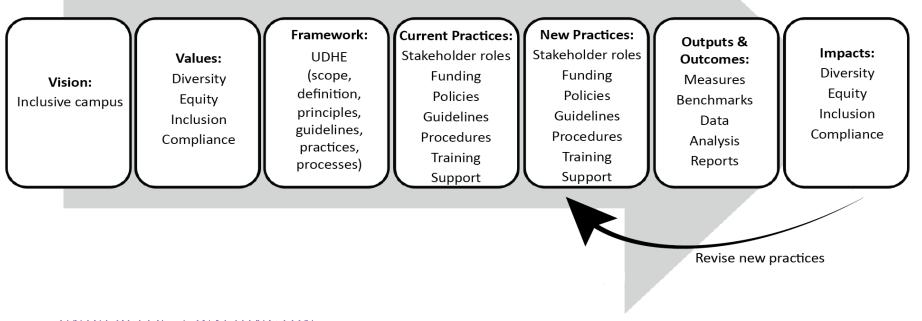


An attitude, a framework, a goal, a process—UDHE:

- Supports social justice
- Values diversity, equity, & inclusion
- Promotes best practices & does not lower standards
- Is proactive
- Can be implemented incrementally
- Benefits everyone
- Minimizes the need for accommodations

Inclusive Campus Model

underpinned by the UDHE Framework



Apply the Model to accessible IT

- Vision: IT procured, developed, used is accessible
- Values: Diversity, equity, inclusion, compliance
- Framework: UDHE's scope, definition, principles, guidelines, practices, processes
- Current & new practices: Stakeholder roles, funding, policies, guidelines, procedures, training, support
- Outputs & outcomes: Measures, benchmarks, data, analysis, reports
- Impacts: Increased alignment with vision & values

Sample of UW approaches, IT 1/2

- Promote accessibility within context of social justice, inclusive campus, UDHE Framework
- Build on existing policies, procedures, & job/unit assignments, e.g., model IT efforts after those established for IT security
- Create high level Task Force
- Assign accessibility roles within IT Accessibility Team
- Lead IT Accessibility Liaisons
- Post resources, engage online



Sample of UW approaches 2/2

- Undertake efforts that are both
 - reactive & proactive
 - top-down, bottom-up, & middle-out
- Integrate training/activities within those sponsored by other campus units
- Search for internal funds to:
 - offer incentives (e.g., videos, PDFs)
 - purchase tools (e.g., Site Improve, Ally, SensusAccess)
- Give Capacity Building Awards
- Conduct IT Accessibility Challenge

Presentation Resources

- Center for Universal Design in Education, including 20% book discount with code INLEHE
- A Framework for Inclusive Practices in Higher Education
- Exercise: Inclusive Campus Model Underpinned by the UDHE Framework
- Email sherylb@uw.edu to join the UDHE online community of practice

