

February 6, 2024  
*Issues of Human Interface Design*



# ENGR110/210

## Perspectives in Assistive Technology



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Stanford Medical Center

# Questions?

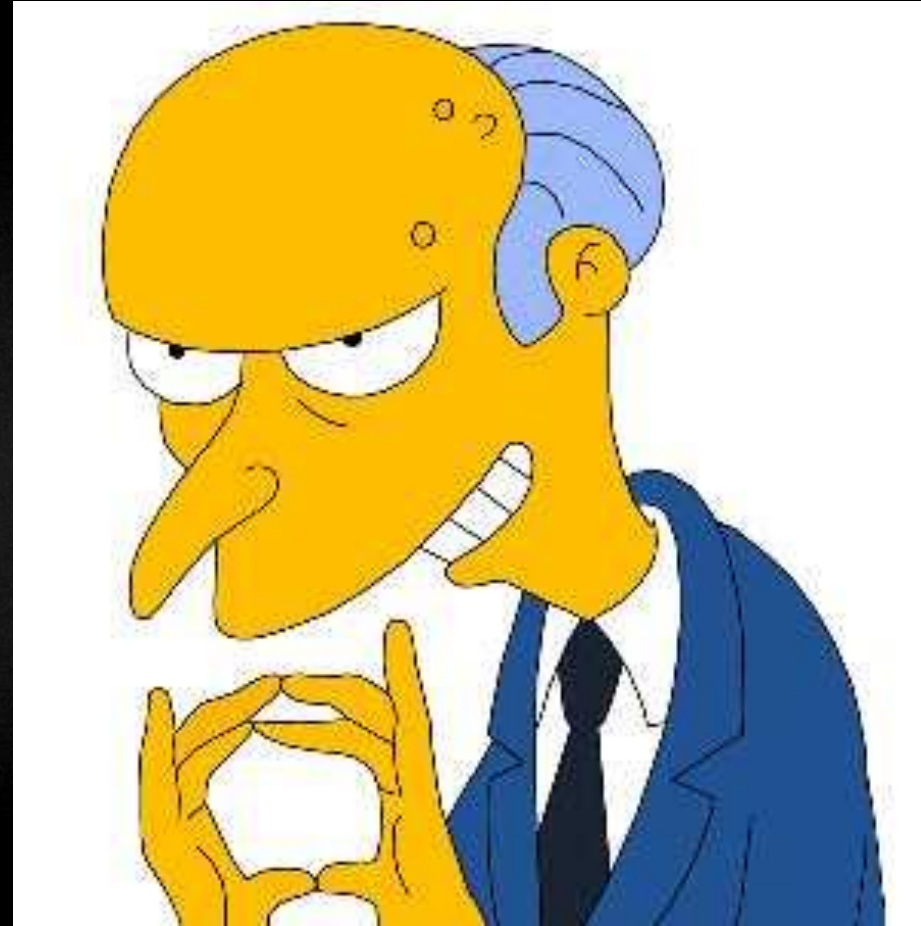


Please notify me of your comments, suggestions, and concerns so I can explain / address / correct them.

# At what age do you consider a person “old”?



- Average = 57 years
- STD = 18
- N = 19



# Top employment choices



- Lockheed-Martin
- Raytheon
- **Stark Industries**
- Nike
- Google (2)
- NBA
- Spotify
- Apple
- Johnson & Johnson
- Tesla
- Nvidia
- Skky Partners
- Hyundai
- Heirloom



# Miscellaneous Stuff



- ▶ Service animals are Assistive Technology
- ▶ People with disabilities and older adults can participate in the design process without a background in design / engineering
- ▶ How many users does an AT company have to interview to ensure that their products benefit their targeted consumers?

# Many thanks!

Students working on projects:

- Meeting with me
- Providing progress updates

Community members:

- Project partners
- Attending class sessions

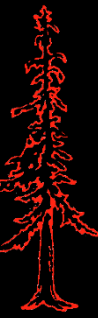
Guest lecturers:

- Presenting interesting topics



# Upcoming class sessions

- ▶ **Assistive Robotics** - Thu, Feb 8<sup>th</sup>  
Monroe Kennedy III, PhD
- ▶ **Mid-term Student Project Presentations** - Tue, Feb 13<sup>th</sup>  
8 Teams
- ▶ **Field Trip to the Magical Bridge Playground** - Thu, Feb 15<sup>th</sup>  
Olenka Villarreal
- ▶ **Assistive Technology for Persons with Spinal Cord Injury** - Tue, Feb 20<sup>th</sup>  
B. Jenny Kiratli, PhD & Jeffrey P. Jaramillo, DPT



# Teams



- ▶ **Team Re-Creation** - Accessible and Inclusive Playground Attractions
- ▶ **Team ArtSIStive** - Creative Expression for Sylvia
- ▶ **Danny's Dawgs** - Dog Kennel for Danny & Korey
- ▶ **Accessible Basket Solutions** - Storage Solution for Danny
- ▶ **Danny Designers** - Laptray for Danny
- ▶ **Dream Catchers** - Accessible and Inclusive Playground Attractions
- ▶ **Secure the Bag** - Accessible Storage Solution for Abby
- ▶ **WANI** - Treats for Nathan



# Students working on Team Projects



- ▶ Connect with project partner
- ▶ “Understand the Problem”
- ▶ Brainstorming
- ▶ Select Design Concept(s)
- ▶ Sketches, low resolution prototypes
- ▶ Prepare for **Mid-Term Presentation** and **Report**
- ▶ Contact me if you have questions about your project direction
- ▶ Weekly - Meet with me to report on project progress
- ▶ **Team budget = \$300**
- ▶ Submit progress reports
- ▶ **Mid-Term Reports due Mon, Feb 19<sup>th</sup>**



# Students working on Team Projects

## Mid-term Presentations in 7 days!



- ▶ Mid-term presentations will be **8 minutes**
- ▶ Project title, background, problem, aim, design criteria, “understanding the problem” & brainstorming activities, and selected solution, with **low resolution prototypes**
- ▶ Send Google Docs url to me, **to be run from my laptop**
- ▶ Strive to be professional
- ▶ Include feeling & emotion
- ▶ Presentation tips on course website
- ▶ Information sent in Week 4 in Review
- ▶ **Signup Sheet for presentation order**

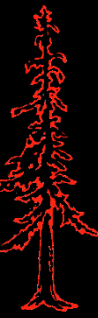
# Students working on Team Projects

## Mid-term Report



- ▶ Mid-term report - 10 to 15 pages of narrative - text and images
- ▶ Include sketches and photos
- ▶ Goal: short, concise, well-written, and highly readable report with few grammatical and spelling errors.
- ▶ Report Writing Tips documents **suggested** report features
- ▶ Information sent in Week 4 in Review
- ▶ **Mid-Term Reports due Mon, Feb 19<sup>th</sup>**

# Students working on Individual Projects



- ▶ **Meet with me to approve your project, get information**
- ▶ Submit project name
- ▶ Contact me if you have questions about your project direction
- ▶ Weekly - Meet with me to discuss project progress
- ▶ Submit progress reports to me

# Reminder - Work with Diligence



- ▶ Time is your most precious resource
- ▶ 7 days until Mid-term Presentations - Tue, Feb 13<sup>th</sup>
- ▶ Outline your presentation & report



# Steve Job's Quotes

- ▶ "You can't just ask customers what they want and then try to give that to them. By the time you get it built, they'll want something new."
- ▶ "Most people don't even know what they want until they see it. So sometimes you must give people what they need, not what they're asking for."





# Inclusive Definition of Disability



“Disability is a normal variation of the human condition.” -  
Gregor Wolbring



Deep inside we're all  
the same - Styx

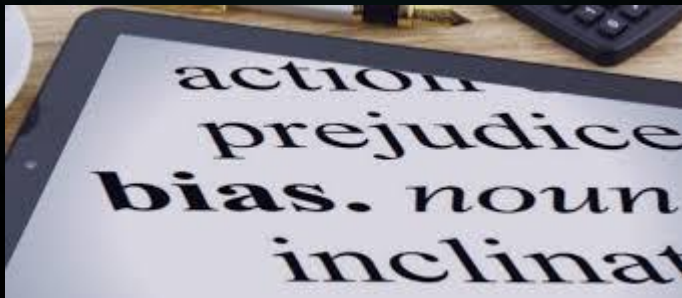




# Ableism - What is Ableism?



- ▶ Ableism is a form of **discrimination** that asserts or suggests that able-bodied people are superior to those with disabilities. [Ageism - older adults]
- ▶ Ableism is a system that places **value** on people's bodies and minds based on artificially constructed ideas of normalcy, intelligence, excellence, and productivity.



# Ableism - Ramifications



- ▶ An ableist society treats able-bodied people as the **standard** for 'normal' living. This promotes unfair treatment towards people with disabilities (and older adults).
- ▶ This form of thinking leads to people and society determining who is **valuable and worthy** based on a person's appearance and/or their ability to satisfactorily [re]produce, excel and "behave", rather than the quality of their character. [MLK]
- ▶ One does not have to be disabled to experience ableism.

# Ableism - Solutions

**Attitudes  
are the Real  
Disability**



- ▶ **Education** is one keyway to bust myths and prejudices about the people with disabilities and older adults.
- ▶ **Language and vocabulary changes** are also needed to include everyone in the advancement of the technological world in a genuine, respectful, and humane way.

- ▶ **Positive examples**



# Ableism - Language

- ▶ **Disability** vs Ability

- ▶ “Disability” perceived as a negative term / condition

- ▶ Disability = no ability = not worthy



# Ableism - Future



- ▶ Although society and the digital world are becoming more **accepting** of diversity, discrimination still exists, especially for people with disabilities (and older adults).
- ▶ A positive virtual future is set to become progressively more **inclusive** of people of all levels of ability.
- ▶ Reducing ableism is essential in improving the accessibility, benefit, and impact of assistive technologies.

**THE ONLY  
DISABILITY  
IN THIS LIFE  
IS ABLEISM**

# Thursday, February 8<sup>th</sup>



## *Assistive Robotics*

Monroe Kennedy III, PhD

Assistant Professor of Mechanical Engineering  
and, by courtesy, of Computer Science  
Stanford University

# Today



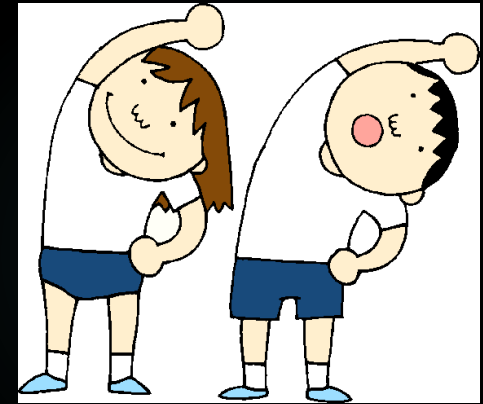
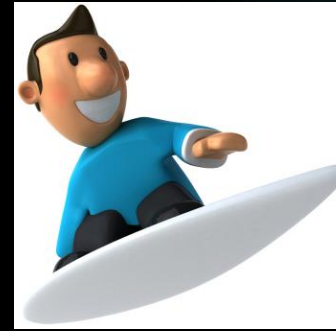
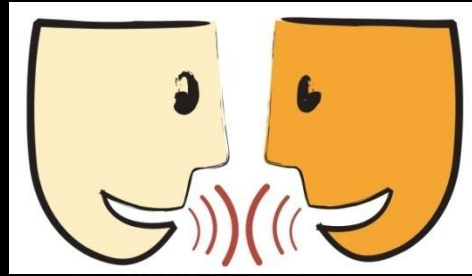
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# Break Activities

- ▶ Attendance sheet
- ▶ **Presentation Order**
- ▶ **Driver's Signup for MBP**
- ▶ Stand up and stretch
- ▶ Take a bio-break
- ▶ Text message
- ▶ Web-surf
- ▶ Respond to email
- ▶ Talk with classmates
- ▶ Reflect on what was presented in class





# Short Break

