

First Steps

- *Accessible setup options*
- *User customizable*
 - ◊ *Fonts/Size*
 - ◊ *Colors*
 - ◊ *Brightness*
 - ◊ *Contrast*
- *Separate settings for individual users*
- *Magnification tools*
- *Voice commands*
- *Light sensitivity/Overstimulation options*
- *Dark mode*
- *Keyboard integration*
- *Productivity tools working with video conferencing*

SARDI Program

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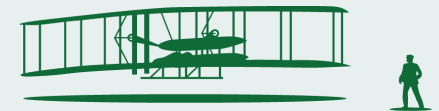
[https://
medicine.wright.edu/sardi/
virtual-office-space](https://medicine.wright.edu/sardi/virtual-office-space)

Accessibility Recommendations for Developers



“A lot of accessibility features are tailored to the extremes. I could see them create a virtual reality experience for people who are totally blind before they would create an experience that falls in the middle for people like me.”

—Participant with albinism



**WRIGHT STATE
UNIVERSITY**

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The goal of this project was to explore the experiences of individuals with albinism using virtual reality (VR) work environments as a reasonable accommodation for remote work.

VR AND LOW VISION

Things to Keep in Mind when Designing VR Environments

- **Make EVERYTHING User Customizable: Font/Size, Brightness, Colors, Positioning**
- **Environments that are too bright cause eye fatigue. (This is true for everyone!)**
- **Remember to make Set Up Menus customizable, too.**
- **Make it intuitive to find things in the VR environment and in menus**
- **Not all individuals with low vision have the same response to VR**

What is Universal Design?

Universal Design uses Seven Principles to guide the design of environments, products and communications.

Seven Principles:

- **Equitable Use**
- **Flexibility in Use**
- **Simple and Intuitive Use**
- **Perceptible Information**
- **Tolerance for Error**
- **Low Physical Effort**
- **Size and Space for Approach and Use**