Aesthetics, Design & Disability

Towards a framework for collaborative design of assistive devices
Aesthetics

Design Process
Disability

Discredible
(Non-visible)

Discredited
(Visible)

Designing with aesthetic appreciation

User’s Identity

User’s Environment

•Mainstream design
Designing with aesthetic appreciation

People with disabilities are all ages and genders and come from a variety of different cultures and backgrounds.
Designing with aesthetic appreciation

People with disabilities work in a wide range of fields and participate in a wide range of social and recreational activities.

- User’s Environment
- User’s Identity
- Mainstream design
Designing with aesthetic appreciation

Design of assistive devices needs to keep up with the fashions and styles of mainstream products.
Framework for collaborative design

- Person with lived experience
- Medical professional
- Industry professional
Framework for collaborative design

The contributor with a disability needs to have a continued role in the design process
Medical professionals need to re-evaluate their relationship with people with disabilities viewing them as people first rather than patients.
Framework for collaborative design

Designers must embrace the design of assistive devices as part of mainstream design and challenge the medical nature of the current design of assistive devices.
Facilitators for collaborative design

- Online Networking
- Design Competitions
- Open Source Design


