

# Accessibility Blueprint Session 2: What is Accessibility?

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### What is Accessibility?

Accessibility is being able to independently - with or without accommodation - enter physical, digital and social spaces and participate fully in life.

Accommodation = assistance, support and intervention.

## Accessibility is a Design Driver

- Accessibility should drive design.
- Compliance is the floor, not the ceiling.
- Accessibility is not an afterthought or obstacle.

### **3 Foundations of Accessibility**

- Physical/Environmental: public spaces controlled by government or business
- **Digital:** websites; apps; media, e-learning and meetings
- Social: human interaction; customer service; social settings

## Social Accessibility: Elements of Service

- Observe > Ask > Listen > Respond > Follow Through
- Always ask
- Don't apologize
- Always speak directly to the disabled person instead of companion
- Don't touch people or their assistive devices and service animals
- Don't stare
- Don't be afraid

#### Change language, change thinking

- Ableist or Ageist language devalues people with disabilities.
- Wheelchair user vs. Wheelchair Bound
- Person with a disability or disabled person vs. differently abled or handicapped.
- Normal language: Walk. Run. Sit. Stand. See. Watch. Listen. Hear.
- Words on the way out: retarded, crazy, stupid, lame, dumb

# Thank you!

# We like questions, ask away.

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