

Index

A

AAMI (see age associated memory impairment) 102
 accessibility testing methods 18–24
 activity theory (AT) 43, 61–72
 age-related impairment 97
 age associated memory impairment (AAMI) 102
 ageing 97
 Alzheimer's disease 222
 aphasia 221
 assistive device 107
 assistive device for mobility impaired people 12–24
 AT (see activity theory) 61
 ATAC (see Authoring Tool Accessibility Guidelines) 31
 audit 18–24
 Authoring Tool Accessibility Guidelines (ATAC) 31
 automated software failing 33

B

Backus-Naur Form (BNF) 125
 BCAB (see Blind Computer Association of Britain) 280
 BD (see bonded design) 73
 BEME.com portal 160
 bilingual 198
 Blind Computer Association of Britain (BCAB) 280
 blind user 7–24
 BNF (see Backus-Naur Form) 125
 Bobby test 37
 bonded design (BD) 73
 brainstorming 81
 browser extension 18–24

C

cascading style sheet (CSS) 31
 cautious clicking 108
 CCT (see cognitive complexity theory) 125
 chat room 144

child development 52–72
 children's multimedia 43–72
 CLG (see command language grammar) 125
 closed caption 13–24
 CMC (see computer-mediated communication) 178
 cognition 101
 cognition layer 129
 cognitive complexity 60
 cognitive complexity theory (CCT) 125
 cognitively impaired user 14–24
 colour blind user 7–24
 command language grammar (CLG) 125
 communication misfire 180
 communicative practice 47
 computer-mediated communication (CMC) 178
 computer-supported cooperative work (CSCW) 182
 consensus building 85
 contextual design 89
 contextual inquiry 64
 contextual support 232
 control layer 129
 cooperative inquiry 64
 crystalline 102
 CSCW (see computer-supported cooperative work) 182
 CSS (see cascading style sheet) 31
 cultural clash 180
 cultural convention 52–72
 cultural framework 180
 cultural issues questionnaire 100
 curriculum-focused design 67

D

DDA (see Disability Discrimination Act) 3
 deaf blind user 16–24
 deaf user 13–24
 dementia 220
 design by doing 75
 designing identity 143
 design issues 131
 design session 78
 design team 77

differentiation 60
 digital multimedia 47
 dimensions of engagement 50–72
 disabilities 1
 Disability Discrimination Act (DDA) 3, 28
 Disability Rights Commission (DRC) 4, 26–42
 distinctiveness 226
 DRC (see Disability Rights Commission) 4
 dyslexia 15–24

E

educational aid 116
 effector layer 128
 elderly user 16–24
 elderly Web experience 97
 embedded screen-reading 9–24
 engagement 43
 English as a second language (ESL) 200
 ETAG (see extended task action grammar) 125
 ETIT (see external-internal task mapping) 125
 evaluation 80
 extended task action grammar (ETAG) 125
 extensible markup language (XML) 30
 external-internal task mapping (ETIT) 125

F

familiarity 225
 fluid 102
 font 119

G

gaze principle 59
 gender 116
 glocalized 184
 graphical user interface (GUI) 15–24
 graphics 232
 group discussion 81
 gulf of experience 59

H

HCI (see human-computer interaction)
116, 124
high context 184
History Trek 93
human-computer interaction (HCI)
116, 124, 188
hypertext markup language (HTML)
30, 272

I

icon 232
ICT (see information and communication
technology) 98
individualist 184
informant-based design 67
information and communication technol-
ogy (ICT) 98
information structure 206
interactive information field 60
Internet 2
interview / focus group 241

K

KidSearch Canada 93

L

language 2, 233
latency 120
launch 169
layout composition 132
LCD (see learner-centered design) 59
learnability 60
learner-centered design (LCD)
43, 44, 59–72, 75
legibility 226
legislation and accessibility 27–41
low-tech prototype 86

M

Malaysian Institute of Microelectronic
Systems (MIMOS) 100
message concept 59
MHP (see model human processor) 125

MIMOS (see Malaysian Institute of Micro-
electronic Systems) 100
mobility-impaired user 11–24
model human processor (MHP) 125
models of interaction 126
models of participatory design with chil-
dren 64
multimedia 47
multimedia design 43
multimodal text 47
mutual reciprocal learning 75

N

navigation and menus 234
needs assessment 80
new media 48

O

online gaming 140
open caption 13–24

P

page design 231
partially sighted user 9–24
participatory approach 239
participatory design 43, 64
perception 101
perception and dementia 223
performance review and redesign 169
person-centred approach 235
physical layer 128
presentation layer 130
pressure principle 59
prototyping 81
public Internet 2

R

reflective 101
refreshable braille displays 8
restricted functional ability 101
rhythmic principle 59

S

scaffolding 60
screen enhancement features 10
screen reader 7
selection principle 59
SENDA (see Special Educational Needs and Disabilities Act) 28
service provider 28
session layer 129
social-constructivist view of learning 43–72
software aids 107
sound 232
space concept 58
Special Educational Needs and Disabilities Act (SENDA) 28
speech recognition system 8
speech synthesizer 8
successful design 43
support and training 235

T

TAG (see task action grammar) 125
TAL (see task action language) 125
task action grammar (TAG) 125
task action language (TAL) 125
task layer 130
team collaboration 78
technology immersion 64
testing 168
testing using automated evaluation tools 18–24
theoretically grounded models 43
tone 185
translation 205
transparency 184

U

UCD (see user-centered system design) 59
understandability 60
user-centered system design (UCD) 59
user-focused design method 89
user-focused design methodologies 74
user testing 18–24

V

visually impaired computer user (VICS) 280
visual interface 52–72

W

W3C (see World Wide Web Consortium) 30
W3C consortium 26–42
WCAG (see Web Content Accessibility Guidelines) 31
Web-based environment 43
Web accessibility 1
Web accessibility for disabled people 25–42
Web Content Accessibility Guidelines (WCAG) 31
Web design 1, 119
Web development 1
Web interaction 102
Web site marketing 213
World Wide Web (WWW) 100
World Wide Web Consortium (W3C) 30
writing ccreens 56–72
WWW (see World Wide Web) 100

X

XML (see extensible markup language) 30

Z

zone of proximal development (ZPD) 76