

Designing for users with physical or motor disabilities



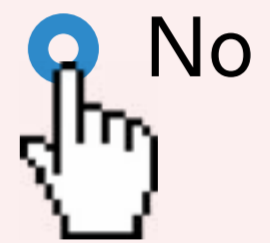
Do...

Don't...

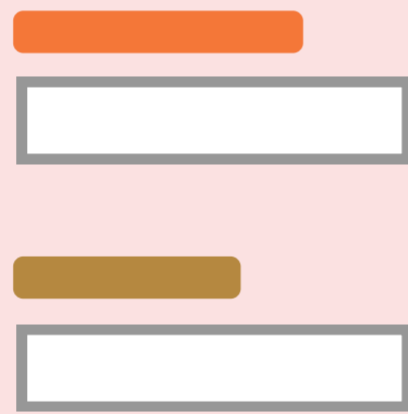
make large clickable actions



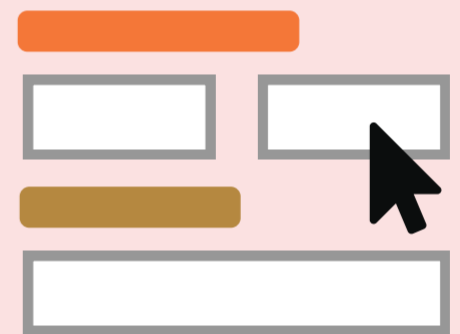
demand precision



give clickable elements space



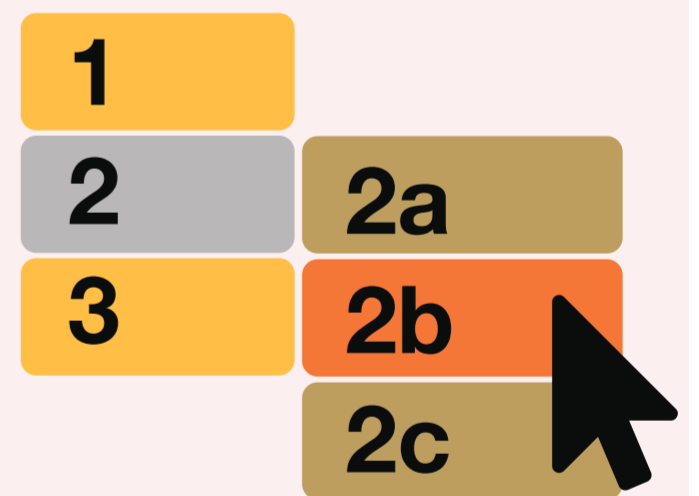
bunch interactions together



design for keyboard or speech only use



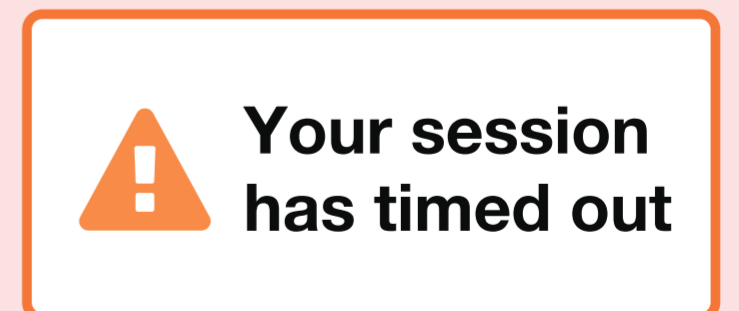
make dynamic content that requires a lot of mouse movement



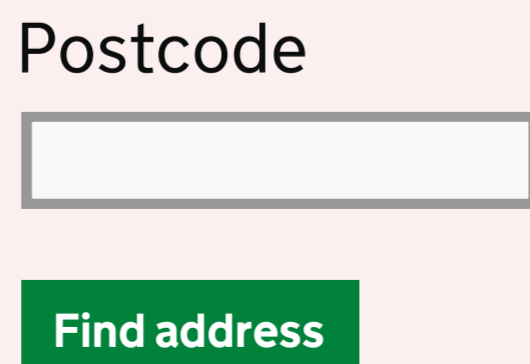
design with mobile and touchscreen in mind



have short time out windows



provide shortcuts



tire users with lots of typing and scrolling

