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# Beneficial Design – Philosophy of Design for... Designing Beyond the Norm to Meet the Needs of All People

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## When is Design Beneficial?

Universal Design  
Adaptable Design  
Adaptive Design

## Mainstream Products

## Applying Universal Design Principles to Products

## Designing Products for Adaptability

## The Control Interface

## The Seating Interface

Development of Adaptive Technologies

Use of Technology to Enhance and Create Experiences

## Personal Technologies

## Activity-Specific Technologies

## Environmental Technologies

Personal Technologies

Things that you wear

Activity-Specific Technologies

Environmental Technologies

Things that do not move

## Experiential

## Balance Dimension

## Sociological Dimension

## Experiential Dimension

Life Function Activities  
Vocational Activities  
Recreational Activities

## Balance Dimension

Physical  
Intellectual  
Spiritual

## Sociological Dimension

Dependence  
Independence  
Interdependence

## Need

## Function

## Interests

## Preferences

Meeting Peoples' Needs

## Whose Needs?

Average person  
5 foot something  
75 kilograms

## Functional Assumptions

Mobility  
Vision  
Hearing  
Grasp  
Endurance

## Long Term Disabilities and Impairments

## Aging Related Disabilities and Impairments

## Shorter Term Disabilities and Impairments

## Understanding the Limiting Process

Pathophysiology  
Impairment  
Functional Limitation  
Disability

## Quantify User Function

Strength  
Cognitive Function  
Skills Required  
Economic Resources  
Mobility Requirements

Intuitive Sense  
Balance Requirements  
Coordination  
Patience

## Identify and Evaluate Interests

Businesslike - Playful  
Inconspicuous - High profile  
Luxurious - Utilitarian  
Robust - Delicate  
Expensive - Low budget  
Macho - Sensitive  
Recreational - Career oriented  
Masculine - Feminine  
Sexy - Dull  
Sporty - Dignified  
Functional - Fanciful  
Conventional - Innovative  
Versatile - Specific use

## Re-Creation Preferences

Competitive vs. Non-competitive  
Active vs. Passive  
Individual vs. Group  
Dependent vs. Independent  
Integrated vs. Segregated  
Modified vs. Unmodified Rules

## Design Process

- 1 Listen
- 2 Let go
- 3 Gather info
- 4 Let go
- 5 Reflect
- 6 Wait
- 7 Act

### Listen...

to what you are being asked to do

### Let go...

of your hold on what first seems best from your perspective

### Gather info...

from the best sources of wisdom you can find

### Let go...

of your hold on what first seems best based on your own desires

### Reflect...

on the decisions or recommendations you must make

### Analyze... with your mind

### Listen... to your heart

### Talk... to someone greater than you

### Wait...

for consistency in your thoughts and feelings

### Act...

making the best recommendations you can

## Clearly communicate your outcome

## Accept the consequences of your actions

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