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Titolo	Inclusive Design for a Digital World : Designing with Accessibility in Mind / / by Reginé M. Gilbert
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ISBN	9798868818202
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Edizione	[2nd ed. 2025.]
Descrizione fisica	1 online resource (483 pages)
Collana	Design Thinking, , 2945-7807
Disciplina	005.4/38
Soggetti	Web-based user interfaces
	Accessible Web sites for people with disabilities
	Assistive computer technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1:Designing with Accessibility in Mind -- Chapter 2: If It's Annoying, It's Probably Not Accessible -- Chapter 3: Accessible Inclusive: The Compliance Trap -- Chapter 4: Assistive Technologies and Inclusive Experiences -- Chapter 5: Inclusive Design Research -- Chapter 6: Information Architecture and Design Systems -- Chapter 7: Usability Testing as a Journey - Listening, Learning, and Building Trust -- Chapter 8: Planning and Implementation of Inclusive design -- Chapter 9: Mobile Accessibility and Inclusive App Design -- Chapter 10: Gaming Accessibility -- Chapter 11: Entertainment and Accessibility -- Chapter 12: Beyond the Web.
Sommario/riassunto	This book invites you to rethink how we create digital systems, products, and tools, not just to meet accessibility requirements, but to shape a more inclusive future. UX design leader and author Reginé Gilbert provides a thoughtful, practical, and global perspective on designing with empathy and intention across websites, apps, games and emerging technologies. This updated and expanded edition reflects the rapid evolution of the tech landscape, featuring up-to-date guidance on the Web Content Accessibility Guidelines (WCAG 2.2), the European Accessibility Act, and international standards. It also explores the intersection of AI and accessibility, examining both the promises

and risks of machine learning, automated tools, and algorithmic bias. You'll learn how to ask better questions, challenge assumptions and design for real human experiences, especially for those historically excluded. Inclusive Design for a Digital World isn't a checklist or a fix-it manual, it's a collection of reflections, case studies, questions, and examples that help you design with more people in mind from the start. Whether you're working on a subway kiosk, an AI chatbot, a learning app, or a video game, inclusive design is about recognizing who's being left out and doing the work to build systems that allow more people to participate, contribute, and belong. You Will: Learn to apply WCAG 2.2 and understand how to meet international compliance requirements Navigate the European Accessibility Act (EAA) and its implications for digital products Design inclusive experiences for users with visual, motor, auditory, and cognitive disabilities <Identify how AI and machine learning impact accessibility and inclusion—both positively and negatively Incorporate assistive technologies into your design and testing workflows Create accessible mobile apps, websites, video games, and immersive experiences like VR and AR Conduct user research and usability testing with diverse participants Build inclusive design systems and content architectures from the ground up.