Course Title: Universal Design for Digital Media: Where Usability & Accessibility Meet

Course Description: This course will examine the standards and methods for designing digital material which is not only accessible for persons with disabilities but also effective and usable for all users and platforms. This course will review standards for usability and accessibility, focusing on the concepts of universal design, Web Standards and accessibility best practices. Resources and texts from media design experts such as Donald A. Norman, Whitney Quesenbery, and Derek Featherstone will be complemented with guest lecturers from experts in the field and demonstrations by persons with disabilities using the Web, both live and taped. Topics to be covered include HTML standards, structured coding procedures, semantic web design, user-centered design, validation tools, among others.

Course Objectives/Methods: Through reading, home assignments, and lectures and demonstrations, students will learn the concepts of universal design and Web Standards in order to address the issues that occur at the nexus of mobile web access, best practices and the needs of persons with disabilities. At the conclusion of this course students will have the expertise to create media and web sites which are accessible, universal – future browser and cross-platform compatible – and more efficient, effective and search-engine friendly.

4 Track approach: General Design Principles; Web Standards; Usability; Accessibility

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Prereq. and/or Needed Coding Skills: ATLS 2000. Recommended prerequisite ATLS 3010.

About 50% of assignments involve direct html/css coding. It is highly recommended that you either have experience with HTML coding or with at least creating web pages with a tool such as Dreamweaver or Coda. If you do not have experience coding I suggest you familiarize yourself with at least the basics by taking an online tutorial at resources such as: http://www.codecademy.com/ or http://teamtreehouse.com/library#topic-group-1. Students who take this class without at least some coding or design experience will be at a significant disadvantage.
Course Scope

**Required Textbooks:**


Other readings to be announced and posted - or pointed to - via D2L.