GPII
Global Public Inclusive Infrastructure

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What is Inclusive Design?

Design that is inclusive of the full range of human diversity with respect to ability, language, culture, gender, age and other forms of human difference.
Accessibility Myths

• Accessibility is only about “special needs”
• Only a few will benefit from accessibility (80/20)
• Accessibility is costly and complicated
• Accessible designs are uglier
What's Accessible

What's Cool
Design and Development Paralysis

- Where do I start?
- Who are my users?
- What’s the process?
- What does it all mean?
Rethinking Disability

A mismatch between the user and the user interface
Disability is a usability issue

Sorry, this is one task I find quite impossible to perform
Press a key to return ...
Disability: 
we all experience mismatch

- Cultural (don’t speak the language)
- Contextual (hard to concentrate in noisy class)
- Environmental (hard to learn without materials)
- Temporary (an iPod and no earbuds)
- Persistent (vision impairment)
Disability is contextual
Disability is environmental
Accessibility is... 

the ability of the system 

to accommodate the needs of the user
Make yourself at home...
One Size Fits One

• **User interfaces** that can adapt to the needs, preferences, tastes of users—feel at home

• **Content that fits**—delivered in a form that learners can understand and use
Personalization is not
Personalization is this:
Problems & Needs

The Internet is no longer optional, but many can’t use it.

Computers are everywhere, but accessibility isn’t.

The assistive technology market is stagnant.

The cost of assistive technology is unsustainable.

We are in a new era of cross platform diversity.
Envisioning the GPII
GPII in a Nutshell

- Discover, edit and refine needs and preferences
- Securely store and share in the cloud
- Automatically personalize desktop, mobile, and web
- Get help when you need it (assistance on demand)
- Reduce the cost and complexity of developing accessible software
User Interface Options
Lorem Ipsum Dolor sit Amet


TEMPUS SEMPER VITAE


Nulla lacinia est eget dui consequat feugiat. Sed ut consequat nisi. Aenean nunc odio, commodo vel...
GPII
Preferences Management Tool
{
  "http://registry.gpii.org/common/fontSize": [{ "value": 24 }],
  "http://registry.gpii.org/common/foregroundColor": [{"value": "white"}],
  "http://registry.gpii.org/common/backgroundColor": [{"value": "black"}],
  "http://registry.gpii.org/common/fontFaceFontName": [{"value": ["Comic Sans"]}],
  "http://registry.gpii.org/common/fontFaceGenericFontFace": [{"value": "sans serif"}],
  "http://registry.gpii.org/common/magnification": [{"value": 2.0}],
  "http://registry.gpii.org/common/tracking": [{"value": "mouse"}],
  "http://registry.gpii.org/common/invertImages": [{"value": true}]
}
Paving the way toward inclusive Open Education Resources

Flo provides the resources needed to enable inclusive access to personally relevant, engaging learning opportunities for the full diversity of learners and content producers. Through the Open Education Resources community, Floe makes tools that help transform, augment, and personalize the learning experience.

Watch the Floe animation for Open Education Week!

**Inclusive Learning Handbook**

The Handbook is a collaborative resource for teachers and content authors with information on how to create flexible and accessible learning materials.

Visit the Inclusive Learning Design Handbook.

**Floe Wiki**

Contribute to the latest design and development work and watch it evolve.

Visit the Floe Wiki.

**Fluid Infusion**

Floe builds tools to match learner needs with suitable OERs. These solutions can be embedded in content management and delivery systems, and are being developed as part of Fluid Infusion.

Visit the Fluid Project website.

**Floe News**

FLOE deployment feasibility study funded by US Dept. of Education

December 05, 2012

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Imagine... every device automatically changing into a form you can understand and use, instantly, whenever and wherever you encounter it.

The purpose of the Global Public Inclusive Infrastructure (GPII) is to ensure that everyone who faces accessibility barriers due to disability, literacy, digital literacy, or aging, regardless of economic resources, can access and use the Internet and all its information, communities, and services for education, employment, daily living, civic participation, health, and safety.

As our countries build out their broadband infrastructures to ensure that broadband reaches everyone, it is important that 'everyone' includes people with disability, literacy and aging related barriers to Internet use. We need to be sure that we don't stop at just connecting people to the Internet - but that we also see to it that they can actually use it, and benefit from all that it has to offer.

The GPII would not create new access technologies or services, but would create the infrastructure for making their development, identification, delivery, and use easier, less expensive, and more effective. Like building a road system does not provide transportation but greatly enhances the ability of car companies and others to do so -- and provides an infrastructure that car companies themselves cannot do. The Internet is the infrastructure for general information and commerce. The GPII enhancements to the Internet would provide the infrastructure to enable the Internet to be truly inclusive for the first time.

GPII is a paradigm shift. The GPII will, for the first time, introduce automatic personalization of user interfaces and user context adaptation based on user preferences. Each information and communication technology (ICT) device will be able to adapt to the user's needs and preferences, providing a truly personalized and accessible experience.
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