



TRACE CENTER

Our Mission:

***To prevent the barriers and
capitalize on the opportunities
presented by current and emerging
information and communication technologies,
in order to create a world that is as
accessible and usable as possible
for as many people as possible.***

UNIVERSITY OF WISCONSIN-MADISON

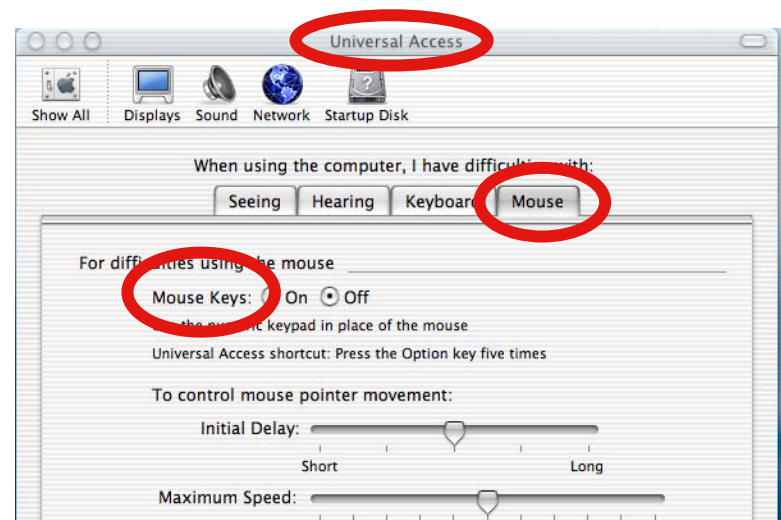
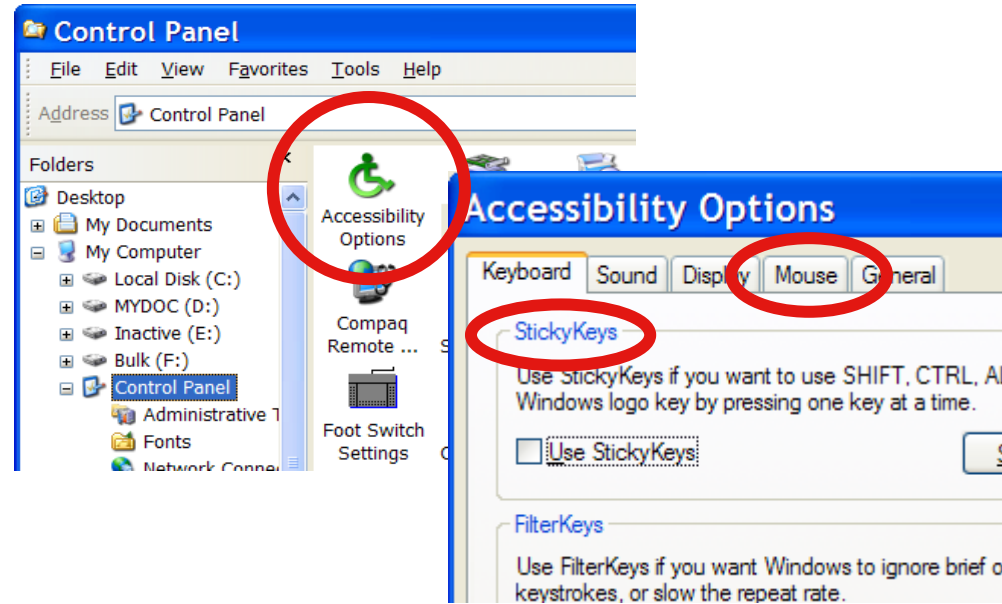
Access Features in OSs

Software Accessibility Features

Trace developed the access features found in standard computer operating systems (Windows, Mac OS).

These features have been included in software industry standards, including:

- ANSI
- ISO
- Free Standards Group



Microsoft Vista Includes Access Features Developed by Trace Center



MouseKeys



**StickyKeys,
FilterKeys
(BounceKeys,
RepeatKeys, &
SlowKeys),
ToggleKeys**



Visual Notifications & Captions
(formerly called **SoundSentry**
and **ShowSounds**)



Find these features
in the “Ease of Use
Center” on Vista’s
Control Panel

Web Access

Making Web Sites Accessible



***“The power of the Web is in its universality.
Access by everyone regardless of disability
is an essential aspect.”
(Tim Berners-Lee)***

Trace staff serve as:

- Co-chair of the W3C’s Web Content Accessibility Guidelines Working Group
- Co-editors of the Web Content Accessibility Guidelines (WCAG 1.0 and 2.0)



Access to Public I.T.M.s

EZ Access Interface Techniques



Automated Teller Machines



Viking Door Entry System



Electronic Voting System

Most Recent EZ Access Implementations



World War II Memorial,
Korean War Memorial,
Washington, D.C.



U.S. Postal Service
Automated Postal Center



Phoenix Sky Harbor Airport
Paging & Information System

Cross Disability Access Keypads



Keypads are manufactured
by Storm Interface



Now included in the
Newark electronics
catalog.



Digital Talking Books

Coming Soon: NLS Digital Talking Book Player



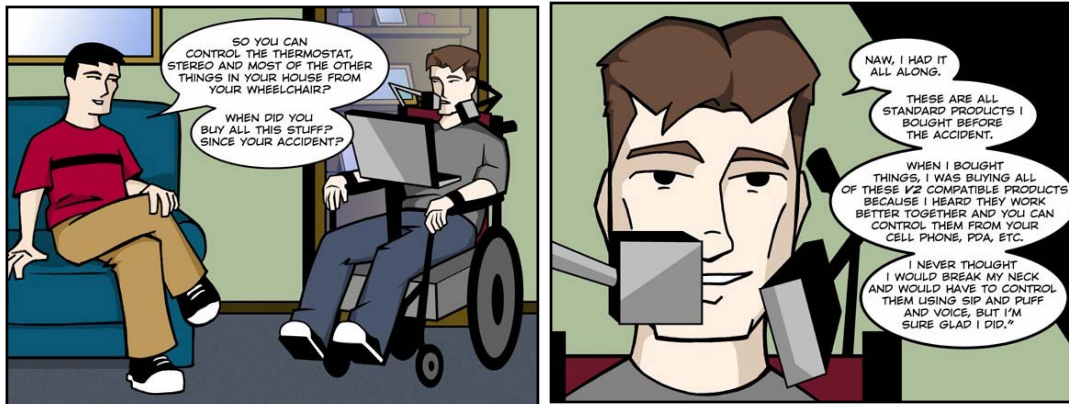
Trace is part of a team developing a digital talking book player for the National Library Service for the Blind and Physically Handicapped (NLS).

The team is led by Battelle and HumanWare, and also includes the National Federation of the Blind.

Universal Remote Consoles

URCs

Universal Remote Console: Mainstream Standards with Accessibility Benefits

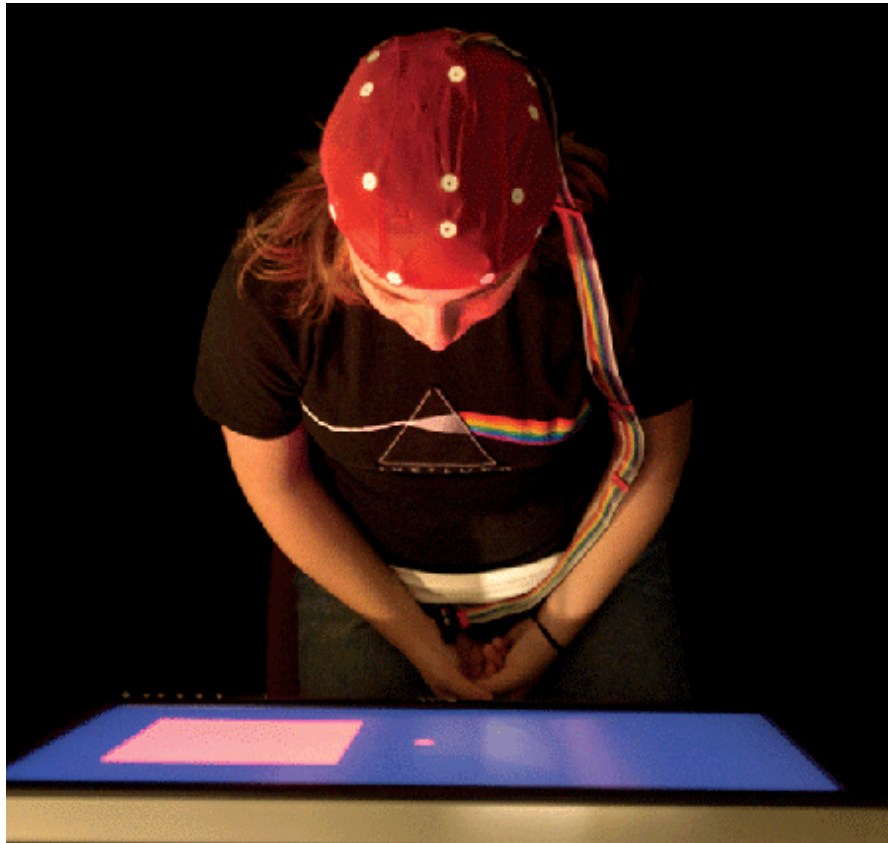


Universal Remote Console implementation by consumer electronics companies will one day make it possible for all people, including individuals with physical or other limitations, to interact with electronic devices more easily and independently.



Direct Brain Interface

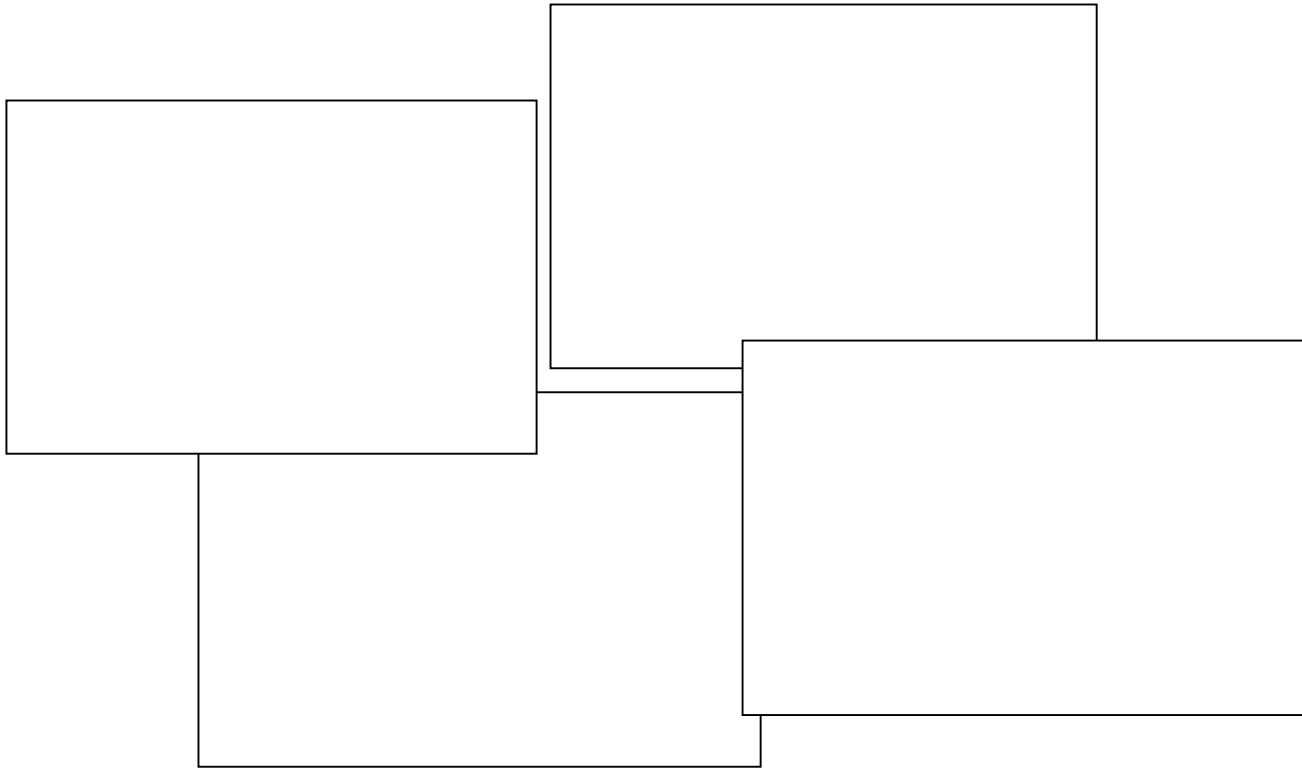
Brain-Computer Interface Study



This type of interface shows great promise for people with severe physical disabilities, and may one day allow people who cannot speak or move to more easily and efficiently use computers and other devices.

Training

Engineering Students and Industry Design Teams Experience the Difference Design Can Make



Working With Those Who Design the World

- **Engineering students**
 - at University of Wisconsin-Madison
- **Design teams**
 - working in IT and Telecom companies
- **Standards working groups**
- **Regulatory advisory committees**
- **Consumers and advocates**
 - for accessibility

Trace Usability Screening Kit

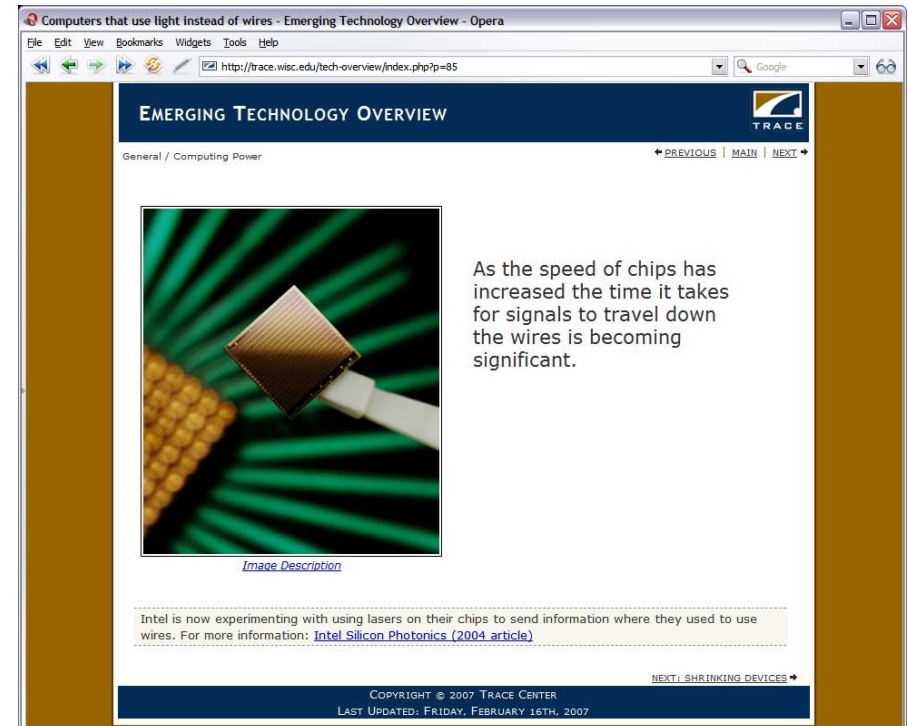


Used by mainstream product design teams to detect many of the worst access problems at an early stage in the process.

Order Form at <http://trace.wisc.edu/TUSK/>

Emerging Technology Overview

New resource, available on the Trace Center website, provides a glimpse into the future of information and communications technology and how it could impact disability access.



Virtual Assistive Technologies

Virtual Assistive Technology



An important goal of our work is to make it possible for all people, including individuals with different disabilities, to interact and work together effectively. By working to make mainstream technology products more accessible and usable, and by harnessing new technologies to provide “virtual” assistance when needed, this goal can be achieved.

[Signing avatar from Vcom3D ®, 2003.]

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