

Designing

 for



Why?

1. Pirates are cool
2. Pirates have a lot of bad luck
3. Did I say pirates are cool?



But really... **Why?**



people like me



People not
like me

Eyepatch

Reduction in **visual** information

Parrot

Reduction in **auditory** information

Wooden Leg

Reduction in **gross physical ability**



Hook

Reduction in **fine-grain physical ability**

Bottle o' Rum

Reduction in **cognitive ability**



		
LIVES	On a boat	In a house
EYES	1 (at best)	2
HANDS	1 Hook and 1 Hand	2 Hands
LEGS	Wooden	Not Wooden



modern ships are slightly more complicated...



Activity one

Working Like a Pirate

Writing

(or a tablet, or a laptop...)



On a bit of paper,
try to write the
following....

(some pirates have no eyes...so close your eyes before you type!)

Yo—ho yo—ho a
pirates life for me!

difficult?



...shiver me timbers
it's going to get
worse!



Try this again but...

Use your
other hand!

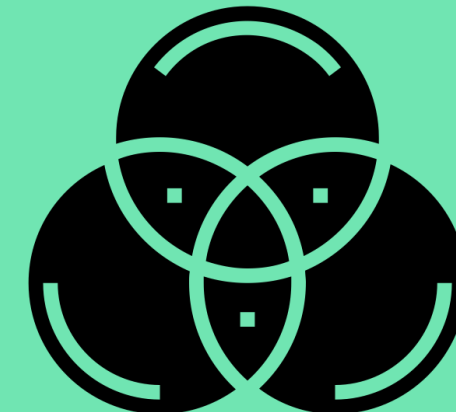
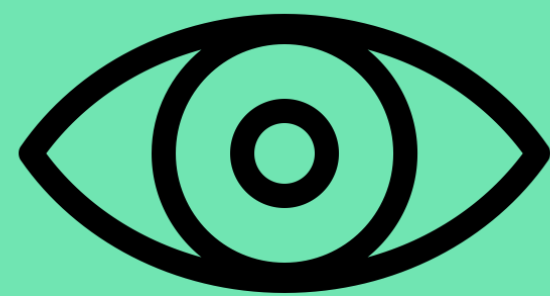


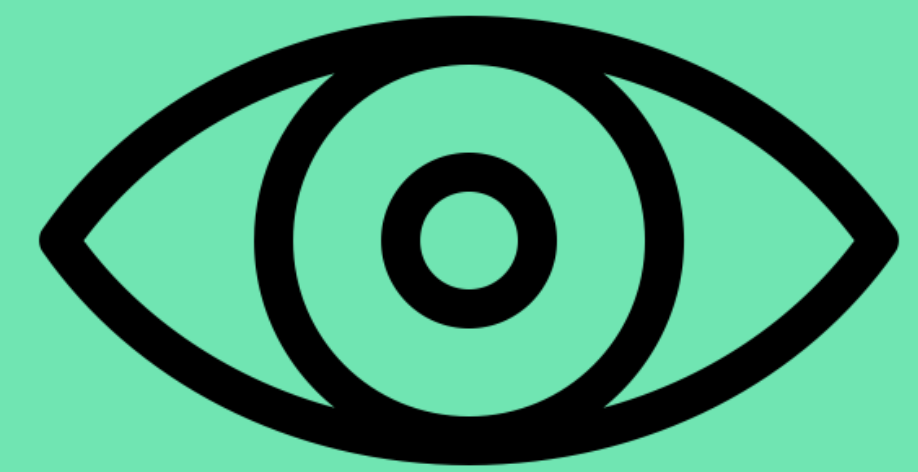
Activity two

Understanding Pirate Problems



Lets take our
pirate and change
the language to
describe problems
slightly...





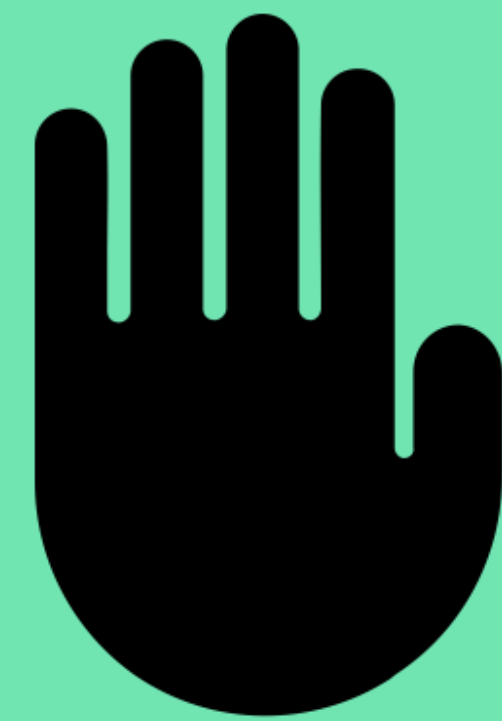
Visual





Cognitive





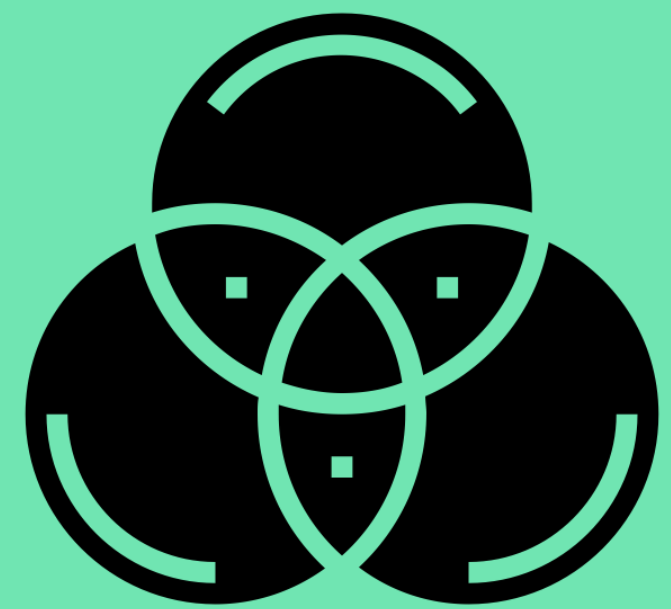
Physical





Auditory





Intersectional



Visual



Eyepatch

Auditory



Parrot

**Fine Grain
Motor**



Hook

Gross Motor



Wooden Leg

Cognitive



Bottle o' Rum

**Pick a piece of technology that you use
all the time**

(TV, phone, something else?)

**What sort of problems would a Pirate
have in using this?**

**What could you make to solve these
problems?**

Visual

Auditory

Fine Grain
Motor

Gross Motor

Cognitive



Eyepatch

Parrot

Hook

Wooden Leg

Bottle o' Rum

Worksheet 1

Designing for Pirates



Visual
Eyepatch



Auditory
Parrot



Fine Grain
Motor
Hook



Gross Motor
Wooden Leg



Cognitive
Bottle o' Rum

What's your Technology?

What Problems Exist?

What Can You Make To Fix This?

Start filling in Sheet 1

Activity three

Designing the Pirate Ship of the Future



Lets look at the ship bridge in more detail

Screens Up High

Voice Activated Commands!

180° of Screens

Touch-Screen Controls

Lack of Space

Tactile Controls on Both Sides



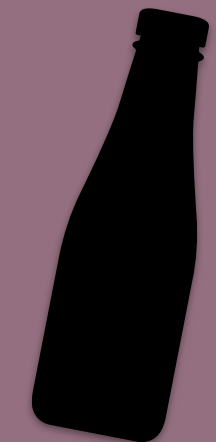
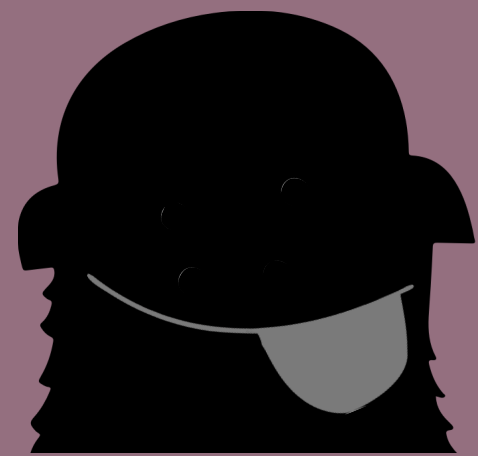
Visual

Auditory

Fine Grain
Motor

Gross Motor

Cognitive



Eyepatch

Parrot

Hook

Wooden Leg

Bottle o' Rum

Worksheet 2

Designing for Pirates

	Screens Up High	180° of Screens	Touch-Screen Controls	Touch Screen Controls	Lack of Space	Tactile Controls on Both Sides
 Visual Eyepatch						
 Auditory Parrot						
 Fine Grain Motor Hook						
 Gross Motor Wooden Leg						
 Cognitive Bottle o' Rum						

What problems might exist for each of these technologies?

(It's ok to leave some blanks)

Start filling in Sheet 2

Pick one of the feature below...how can you make this work for all of the problems that pirates have?

Tactile Controls on Both Sides

Voice Activated Commands!

Lack of Space

Touch-Screen Controls

Screens Up High

180° of Screens

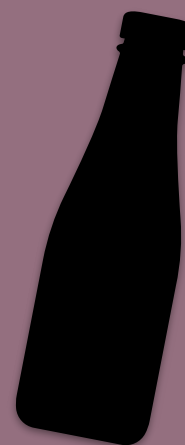
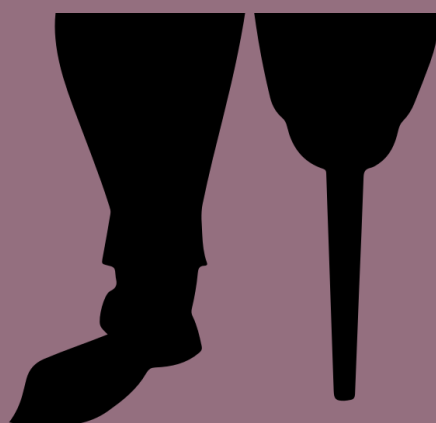
Visual

Auditory

Fine Grain
Motor

Gross Motor

Cognitive



Eyepatch

Parrot

Hook

Wooden Leg

Bottle o' Rum

Worksheet 3

Designing for Pirates

	What's your Technology?	What Problems Exist?	What Can You Make To Fix This?
Visual Eyepatch			
Auditory Parrot			
Fine Grain Motor Hook			
Gross Motor Wooden Leg			
Cognitive Bottle o' Rum			

Start filling in Sheet 3

Wrap
Up

Not everyone is like you...





Not everyone is like you...

...think how others will use
the things that you make...



Not everyone is like you...

...think how others will use
the things that you make...

...and remember that
pirates are cool