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**The Seven Principles of Universal Design**

**Principle One: Equitable Use**

The design is useful and marketable to people with diverse abilities

GUIDELINES

• Provide the same means of use for all users: identical whenever

possible; equivalent when not.

• Avoid segregating or stigmatizing any users.

• Provisions for privacy, security, and safety should be equally

available to all users.

• Make the design appealing to all users.

**Principle Two:** Flexibility in Use

The design accommodates a wide range of individual preferences

and abilities.

GUIDELINES

• Provide choice in methods of use.

• Accommodate right- or left-handed access and use.

• Facilitate the user's accuracy and precision.

• Provide adaptability to the user's pace.

**Principle Three:** simple and intuitive

Use of the design is easy to understand, regardless of the user's

experience, knowledge, language skills, or current concentration

level.

**GUIDELINES**

• Eliminate unnecessary complexity.

• Be consistent with user expectations and intuition.

• Accommodate a wide range of literacy and language skills.

• Arrange information consistent with its importance.

• Provide effective prompting and feedback during and after task

completion.

**Principle Four:** Perceptible Information

The design communicates necessary information effectively to the

user, regardless of ambient conditions or the user's sensory abilities.

GUIDELINES

• Use different modes (pictorial, verbal, tactile) for redundant

presentation of essential information.

• Provide adequate contrast between essential information and its

surroundings.

• Maximize "legibility" of essential information.

• Differentiate elements in ways that can be described (i.e., make it

easy to give instructions or directions).

• Provide compatibility with a variety of techniques or devices used

by people with sensory limitations.

**Principle Five:** Tolerance for Error

The design minimizes hazards and the adverse consequences of

accidental or unintended actions.

GUIDELINES

• Arrange elements to minimize hazards and errors: most used

elements, most accessible; hazardous elements eliminated,

isolated, or shielded.

• Provide warnings of hazards and errors.

• Provide fail safe features.

• Discourage unconscious action in tasks that require vigilance.

**Principle Six:** Low Physical Effort

The design can be used efficiently and comfortably and with a

minimum of fatigue.

GUIDELINES

• Allow user to maintain a neutral body position.

• Use reasonable operating forces.

• Minimize repetitive actions.

• Minimize sustained physical effort

**Principle Seven:** Size and Space for Approach and Use

Appropriate size and space is provided for approach, reach,

manipulation, and use regardless of user's body size, posture, or

mobility.

GUIDELINES

• Provide a clear line of sight to important elements for any seated

or standing user.

• Make reach to all components comfortable for any seated or

standing user.

• Accommodate variations in hand and grip size.

• Provide adequate space for the use of assistive devices or personal

assistance.