

“Once designers know what it feels like to have difficulties using a product, they start to see how their products can be improved.”



People experience difficulties when the demands of a product exceed their ability. So we have developed an Inclusive Design Toolkit, based on ten years' research in the Engineering Design Centre at the University of Cambridge, so that consumer product designers can better understand how the decisions they make affect the experience of a broad range of users.

We have developed wearable 'impairment simulators', such as those shown opposite, so that young industrial designers can experience some users' difficulties for themselves. Once they know what it feels like to have difficulties using a product, designers start to see how their products can be improved.

The simulators have also been used in industrial training workshops with a range of top organisations, including the BBC, Bayer Healthcare, Roche, Nestlé, Royal Bank of Scotland, Bosch and Siemens Home Appliances, and Marks & Spencer. They are also available for anyone to purchase via our website, and a modified version of the simulators has been developed for use in secondary school design and technology education.



Professor John Clarkson
Director of the i~design consortium