

PIT-UN AFFINITY AREAS: MEASURING IMPACT, ENSURING EQUITY, SUSTAINABILITY & GROWTH

Session Title: “Born Accessible” - preparing the next generation of designers, developers, and creators to ensure technology is accessible, inclusive, and less extractive

Discussion Leaders

- Dylan Fox, Head of Community & Outreach, [XR Access](#)
- Kristen Gillespie-Lynch, Psychology, College of Staten Island
- Sinéad O’Brien, Postdoctoral Fellow, College of Staten Island
- Walei Sabry, Product Manager for Associate Accessibility, Walmart
- Kate Sonka, Executive Director, [TeachAccess](#)

Conversation Prompts

1. How can we make accessibility an essential part of the design of technology, and thus the process of teaching about technology, from the beginning and throughout the design process?
2. What are some ways that efforts to improve technological accessibility with and for marginalized communities could go wrong? How can we plan ahead to promote accessibility without making people more vulnerable?
3. How can we hold ourselves and others accountable for making technology accessible? What are each of our responsibilities in making technology accessible? Who is not present here who we need to connect with to promote accessibility?

Resource List

Read

- [Disability Visibility Project](#)
- Tech design led by marginalized groups: Costanza-Chock, S. (2020). [Design justice: Community-led practices to build the worlds we need](#). The MIT Press.

Watch

- [Lydia X.Z. Brown: on the Potential of Accessible Workplace Technology](#)
- Technology as a tool to understand agency: [“Autism, Communication, and Agency.” Vikram Jaswal at UC Davis Neurodiversity Summit.](#)

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Watch

- [Stella Young TED Talk](#)
- [Crip Camp](#) (YouTube or Netflix)
- Content notes: the film contains some strong language and sexual content; also includes trauma, racism, ableism, institutionalization.

Explore

- [Digital Accessibility Toolkits](#) from the Partnership on Employment and Accessible Technologies - includes guides on procuring accessible technology, training staff in accessibility, and ensuring an accessible hiring process
- [XR Accessibility Project](#) - an open-source repository of resources to make XR (virtual, augmented, and mixed reality) content accessible. Recognized by Digital Public Goods Alliance.
- [Teach Access Accessibility Skills Hiring Toolkit](#) - an open-source resource to help organizations build internal capacity for producing accessible digital products by developing a knowledgeable and skilled workforce.