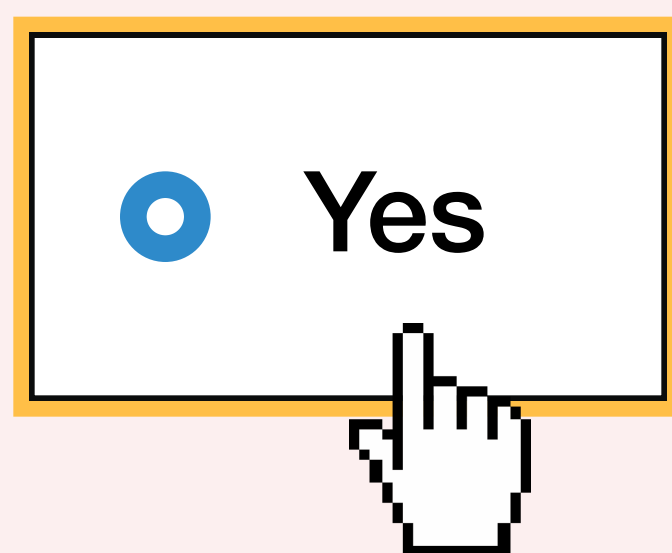


# Designing for users with physical or motor disabilities

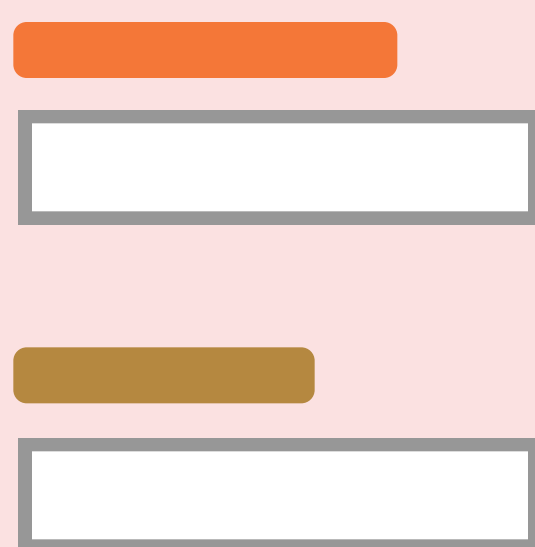


## Do...

make large clickable actions



give form fields space



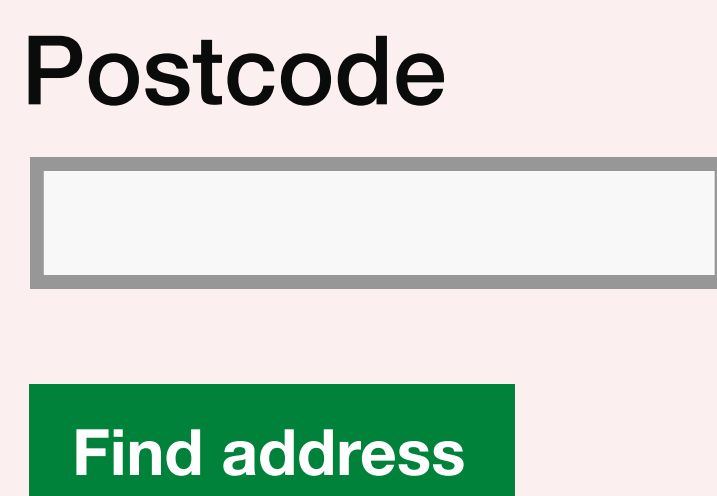
design for keyboard or speech only use



design with mobile and touchscreen in mind

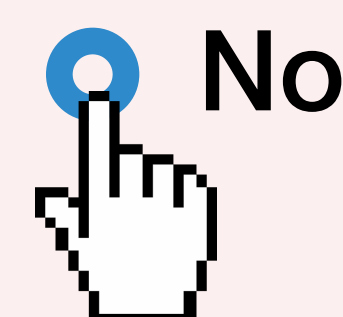


provide shortcuts

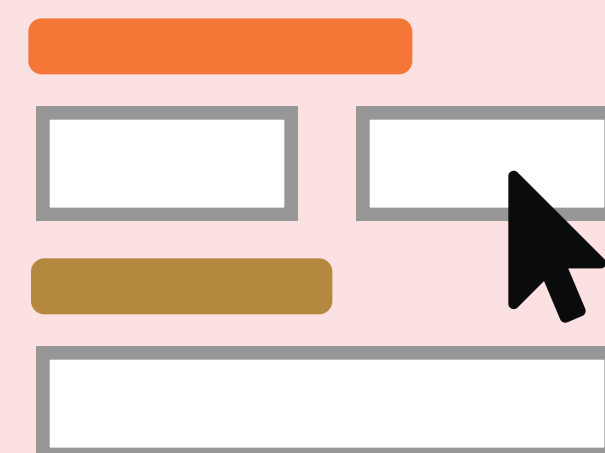


## Don't...

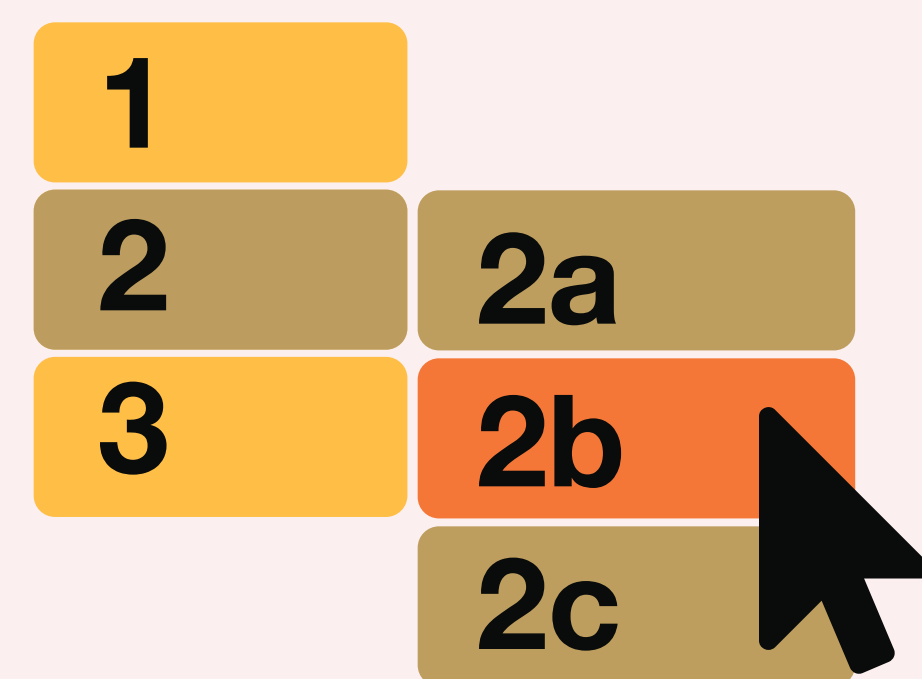
demand precision



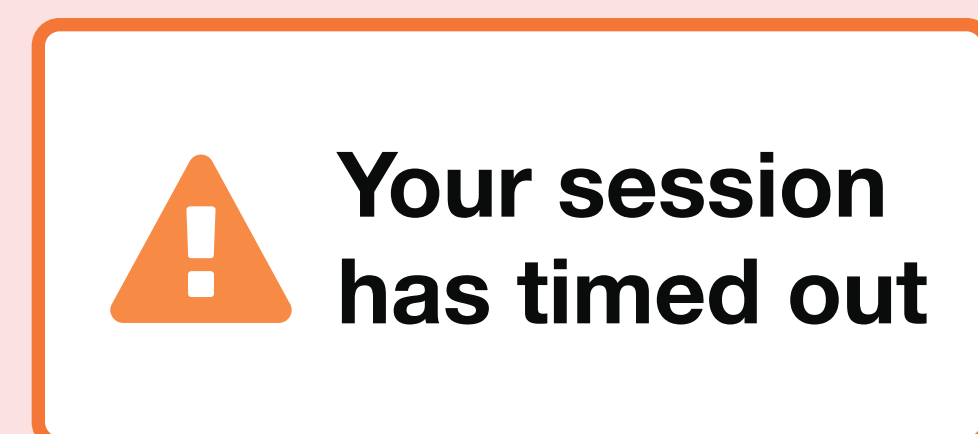
bunch interactions together



make dynamic content that requires a lot of mouse movement



have short time out windows



tire users with lots of typing and scrolling

