









design simultaneously over and underpromises

11

10



Ashley Shew Virginia Tech

"Technoableism...describe[s] a rhetoric of disability that at once talks about empowering disabled people through technologies while at the same time reinforcing ableist tropes about what bodyminds are good to have and what counts as worthy."

(from "Ableism, Technoableism, and Future AI")

design simultaneously over and underpromises



accessible visualizations in practice

- 1. The woes of 1:1 translation
- 2. Be transparent, minimal, straightforward
- 3. Competing accommodations



From A. Lundgard, C. Lee, and A. Satyanarayan, "Sociotechnical Considerations for Accessible Visualization" (2019).







Lucia Hasty Rocky Mountain Braille

Sighted learners learn new information in what's called "whole to part." They see the whole picture simultaneously, and are able to tell where that fits in relation to other objects around it; for instance, size, distance, that kind of thing.



Lucia Hasty Rocky Mountain Braille

Tactile learners learn in exactly the opposite direction. They learn **part to whole.** They get the information from what they're looking at — for instance, a tactile graphic — with whatever they're seeing at that moment. What you touch is what you see. And they have to put all of the little pieces of information together in a sequence to come up with a whole picture.



- 1. The woes of 1:1 translation
- 2. Be transparent, minimal, straightforward
- 3. Competing accommodations











- 1. The woes of 1:1 translation
- 2. Be transparent, minimal, straightforward
- 3. Competing accommodations

tactile graphics haptic interfaces

data sonification

olfactory approaches





unsatisfying answers, speculative futures

"it depends"

29-2