Abstract

This Paper discusses that Computers and computerized applications had emerged as a household product. But, it’s sad that computer has reached everywhere but not to everyone. Not because of its cost or other physical attributes but due to lack of innovation in interaction technology. You need to direct this research and development towards interaction with technology. There are 285 million people across the globe with vision impairment and to achieve the maximum efficiency of human race you can’t ignore such a huge number. HCI is often termed as design oriented field but you need to understand the importance and rediscover the canvas of HCI. This paper intends to specifically understand the HCI in the arena of visually impaired people keeping the available theories, psychological, social, biological and physical factors of the target audience (visually impaired) in mind. In conclusion this paper discusses HCI guidelines that will direct us to design and develop computing applications and solutions for visually challenged people specially blinds.
- Types of blindness? http://www.livestrong.com/article/121214-different-types-blindness

Index Terms

Computer Science  Information Sciences

Keywords

Computing  Visually Impaired  Interaction Design  Design Guidelines  Communicate Design  Theory
Methodology

Sketching

Prototyping

Design-oriented Research

Research-oriented Design