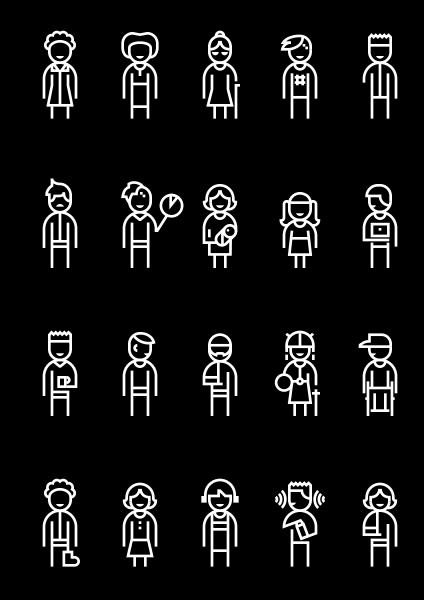


**Support Cards** 





## Support Card | Physical Context

Different environments enable different capabilities, present different limitations, and have different rules and social norms.

Here are a few examples for inspiration:



At home



In the wilderness



In a library



In a car

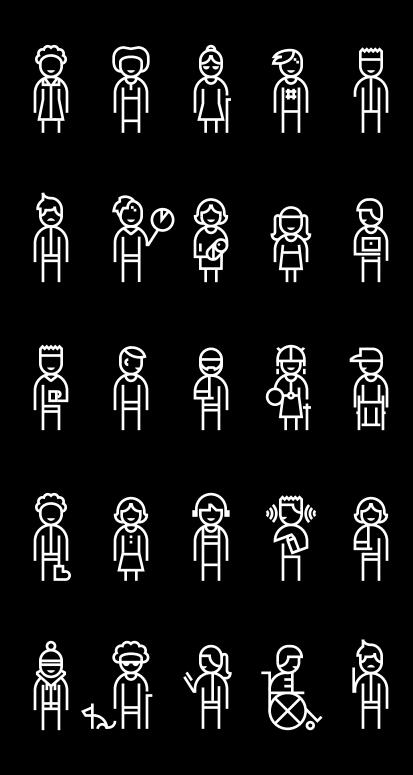


In the city center



On the bus





# Support Card | Social Context

Different social contexts come with different rules, behaviors, and social norms.

Here are some examples of social contexts for inspiration:



Alone



With coworkers

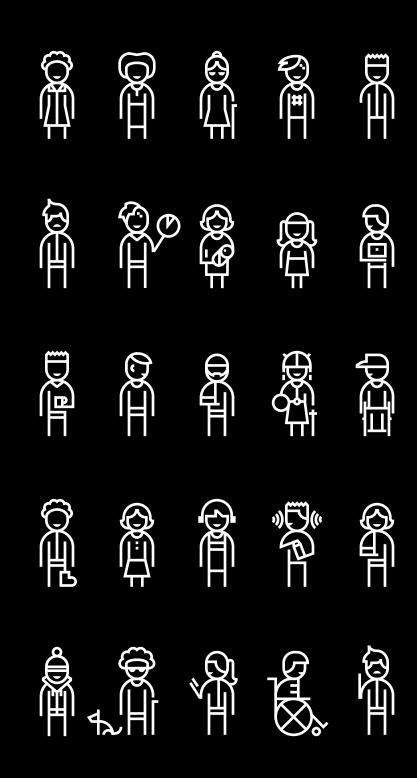


In a crowd



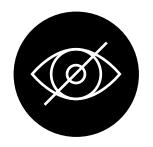
With friends and family





### Support Card | Temporary/Situational Limit

Disabilities are often temporary or situational. Use this card to pick which limitations apply to your scenario.



Can't see



Can't speak

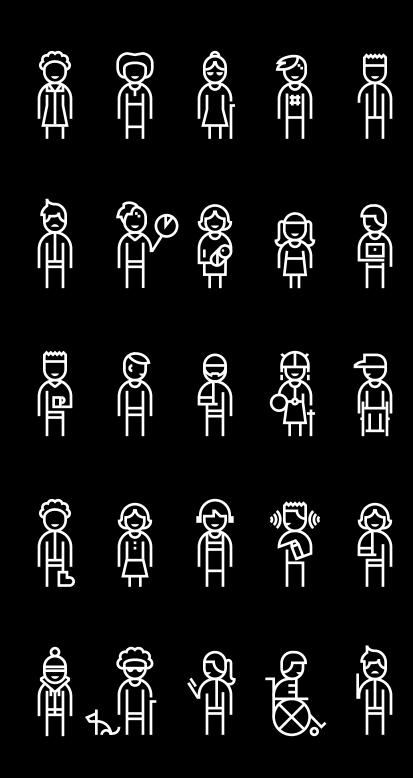


Can't hear



Can't touch





# Support Card | Role of Technology

Most digital products have one or two roles that are at the core of their functionality.

Some examples of common roles are:



Collect & summarize



Translate

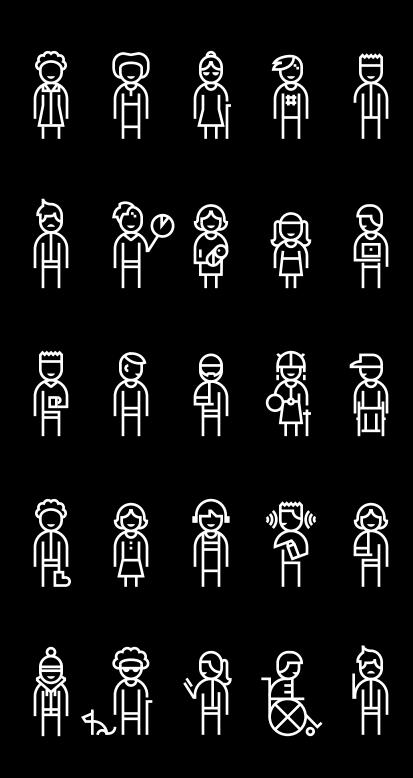


Transport



Listen

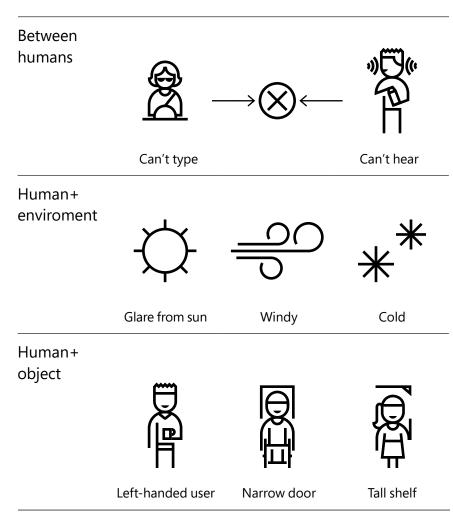




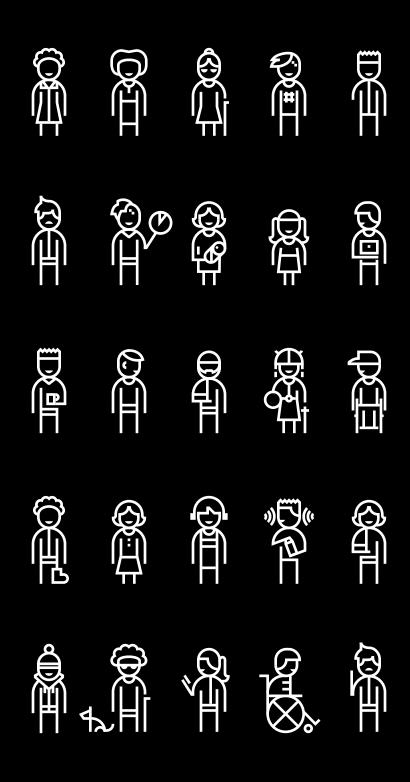
## Support Card | Examples of Mismatch

Exclusion can be caused by mismatched interactions between other humans, humans and their environments, and humans and objects.

A few examples of these are:





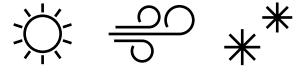


### Support Card | Conditions

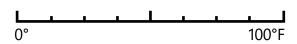
Different environmental conditions can change our situational limitations.

Here are some examples of conditions to consider.

Weather



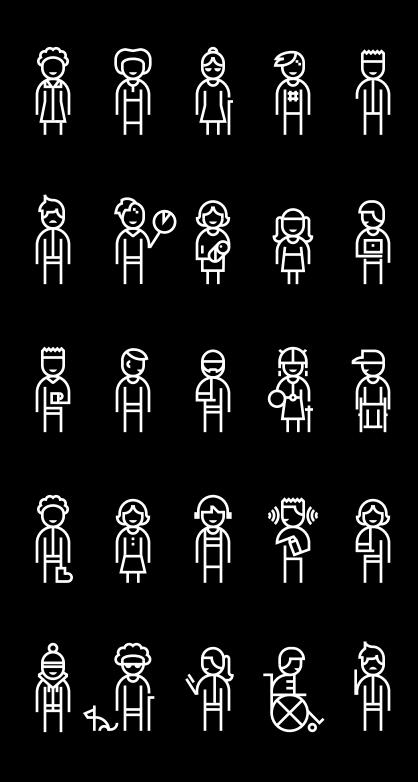
Temperature



Time of the day







### Support Card | The Persona Spectrum

We use a Persona Spectrum to understand related limitations across a spectrum of permanent, temporary, and situational disabilities. It's a quick tool to help foster empathy and to show how a solution can scale to a broader audience.

	Permanent	Temporary	Situational
Touch			
	One arm	Arm injury	New parent
See			8
	Blind	Cataract	Distracted driver
Hear	Deaf	Ear infection	Bartender
Speak			
	Non-verbal	Laryngitis	Heavy accent



