

Situation cards

A tool tested in the Good Design Playbook

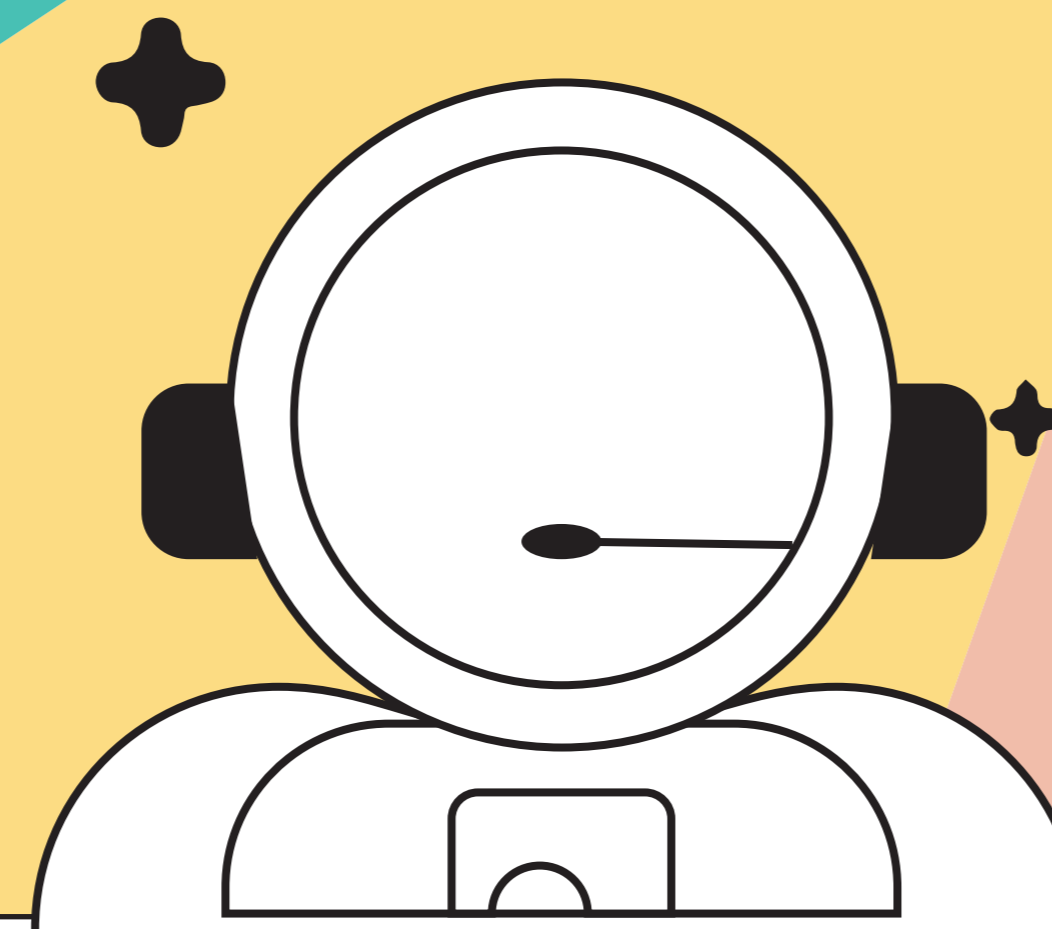
Situation cards

Roleplay:
Randomly draw a "situation card"
to imagine the needs and solutions
on daily actions of life.

Each "situation card" defines a fictional
handicap situation:
sensory, physical or cognitive.

situation

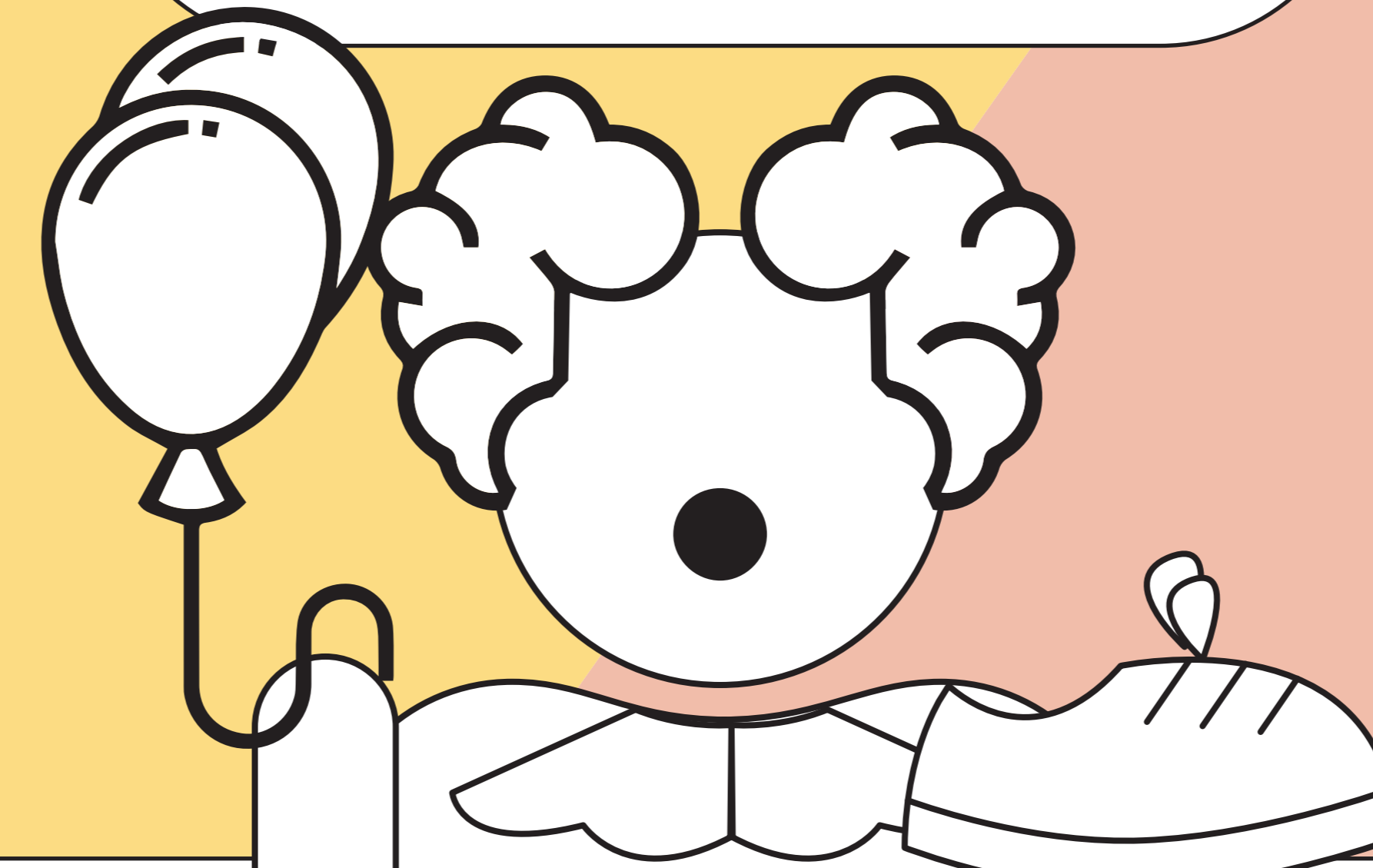
I am an astronaut



My headphones isolate my hearing, my sense of smell, my tactile sensitivity, my sight, my communication. The uniform weighs down my movements, my reach.

situation

I am a clown



My plastic nose covers my sense of smell. My wig partially obscures my view. I hold balloons in one hand. My big shoes hinder my mobility.

situation

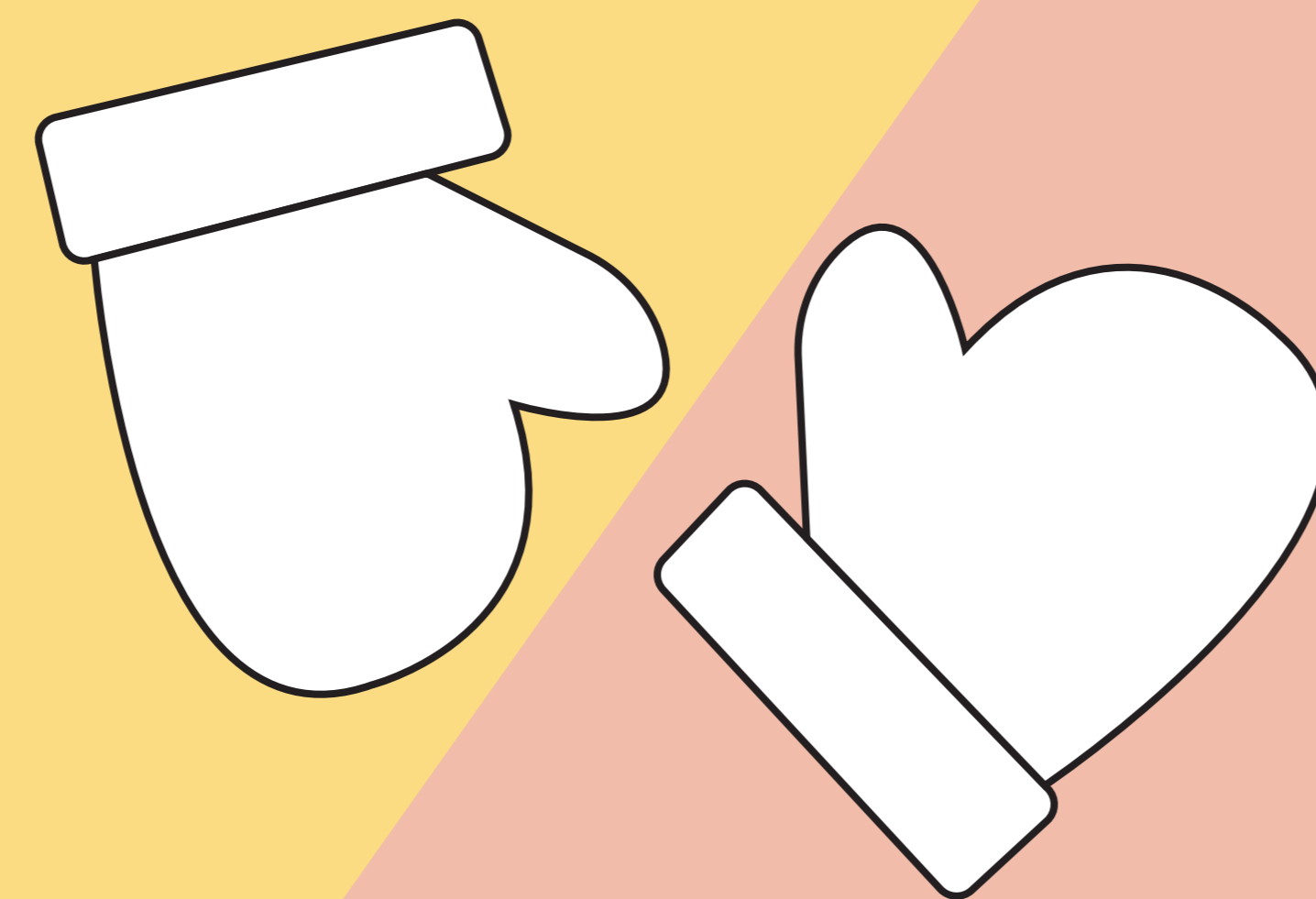
I am a partygoer



I haven't slept all night, my attention is low, my gestures and memory are confused. I have danced too much, I have aches all over the place, I have little strength, my mobility and my reach are limited.

situation

I have mittens



My mittens slip around and prevent me from making precise movements, squeezing hard and using my fingers independently. The fabric isolates my tactile sensitivity.

situation

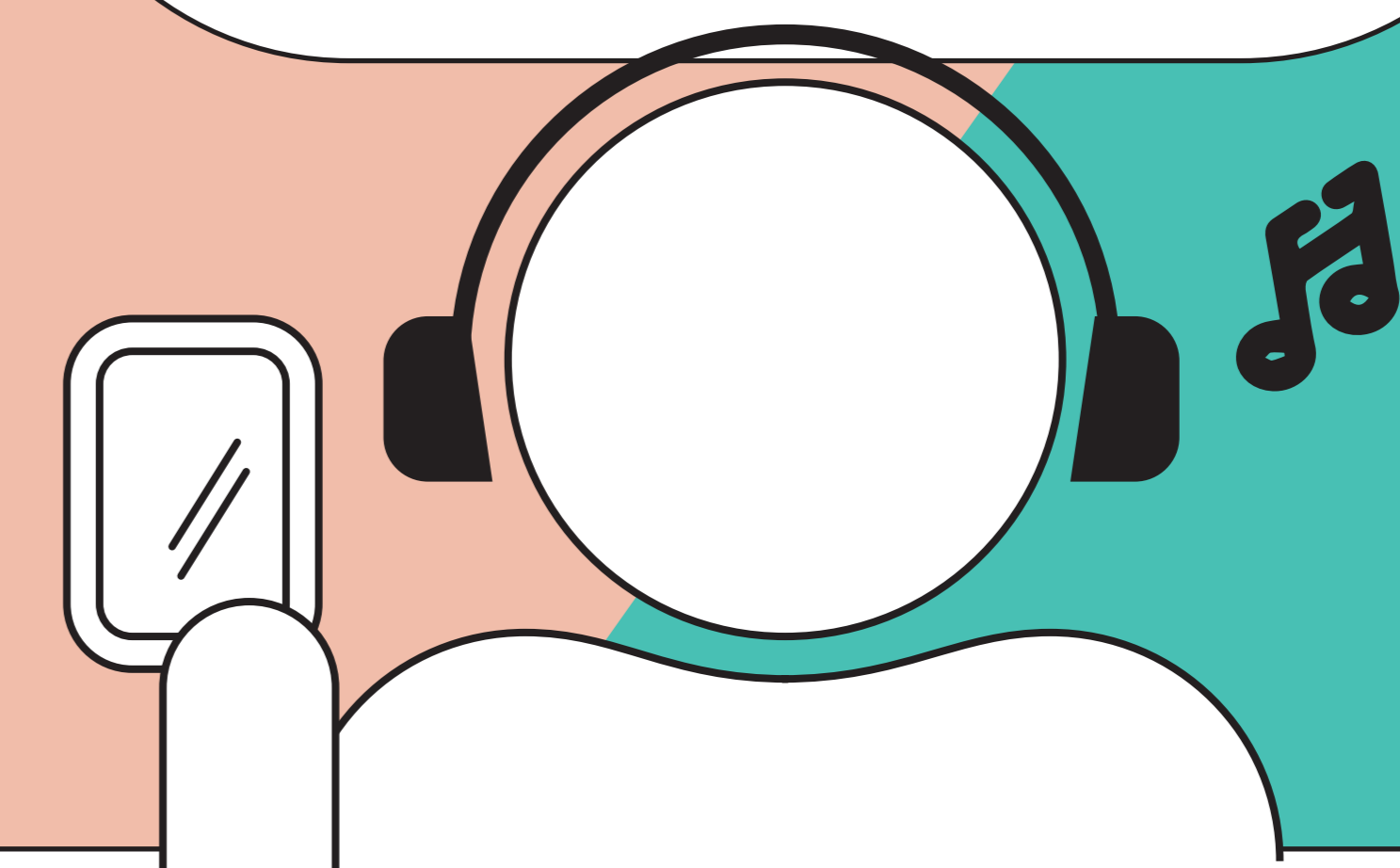
I have ice cream which melts by hand



I hold my ice cream in one hand. I have to move quickly before she melts.

situation

I have a helmet audio, my cell phone in hand



My music isolates the surrounding sounds, my communication to the outside and I quickly lose focus. I hold my smartphone in one hand and the cable hinders my movements.

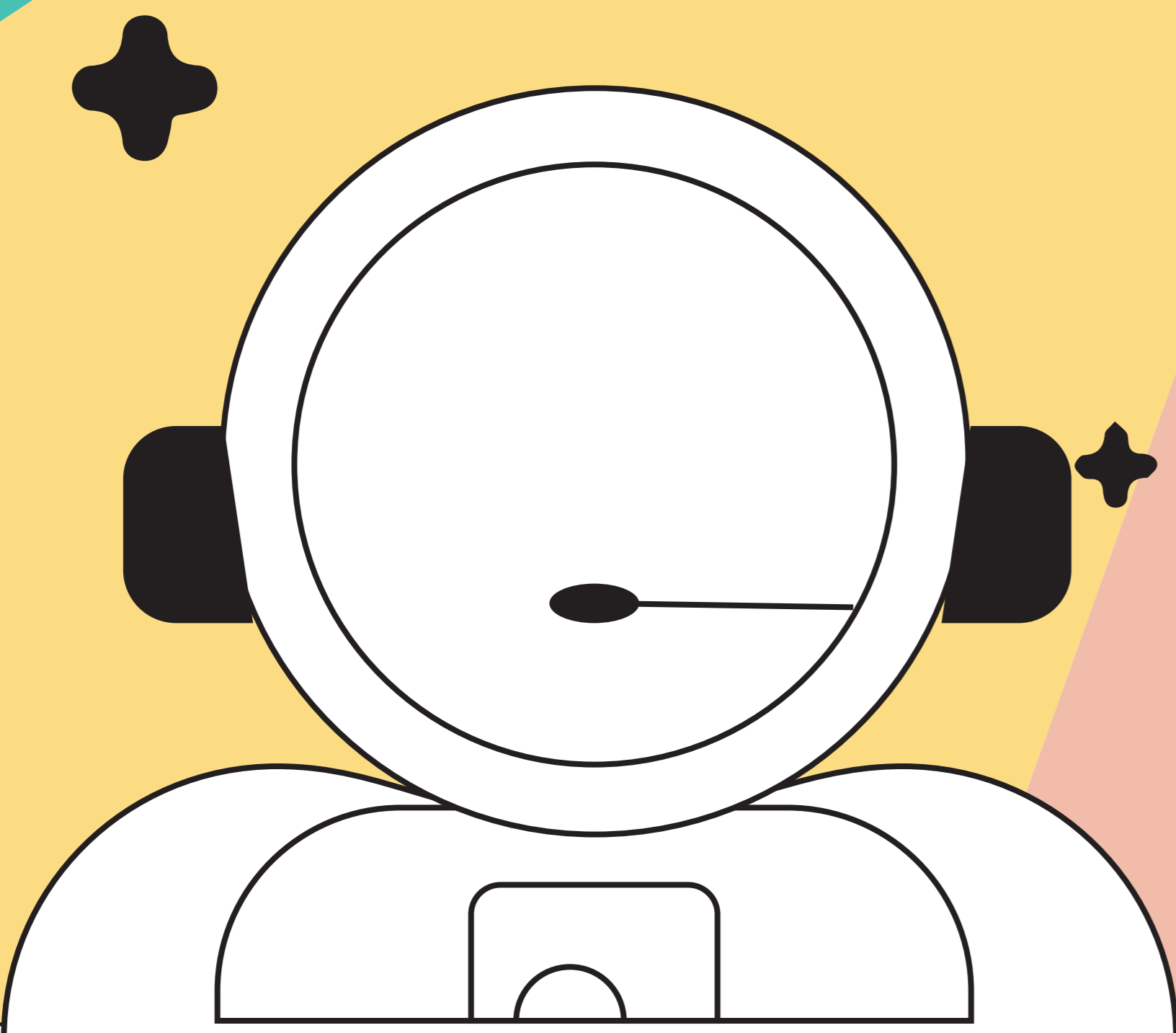
Zoom in
to see in detail

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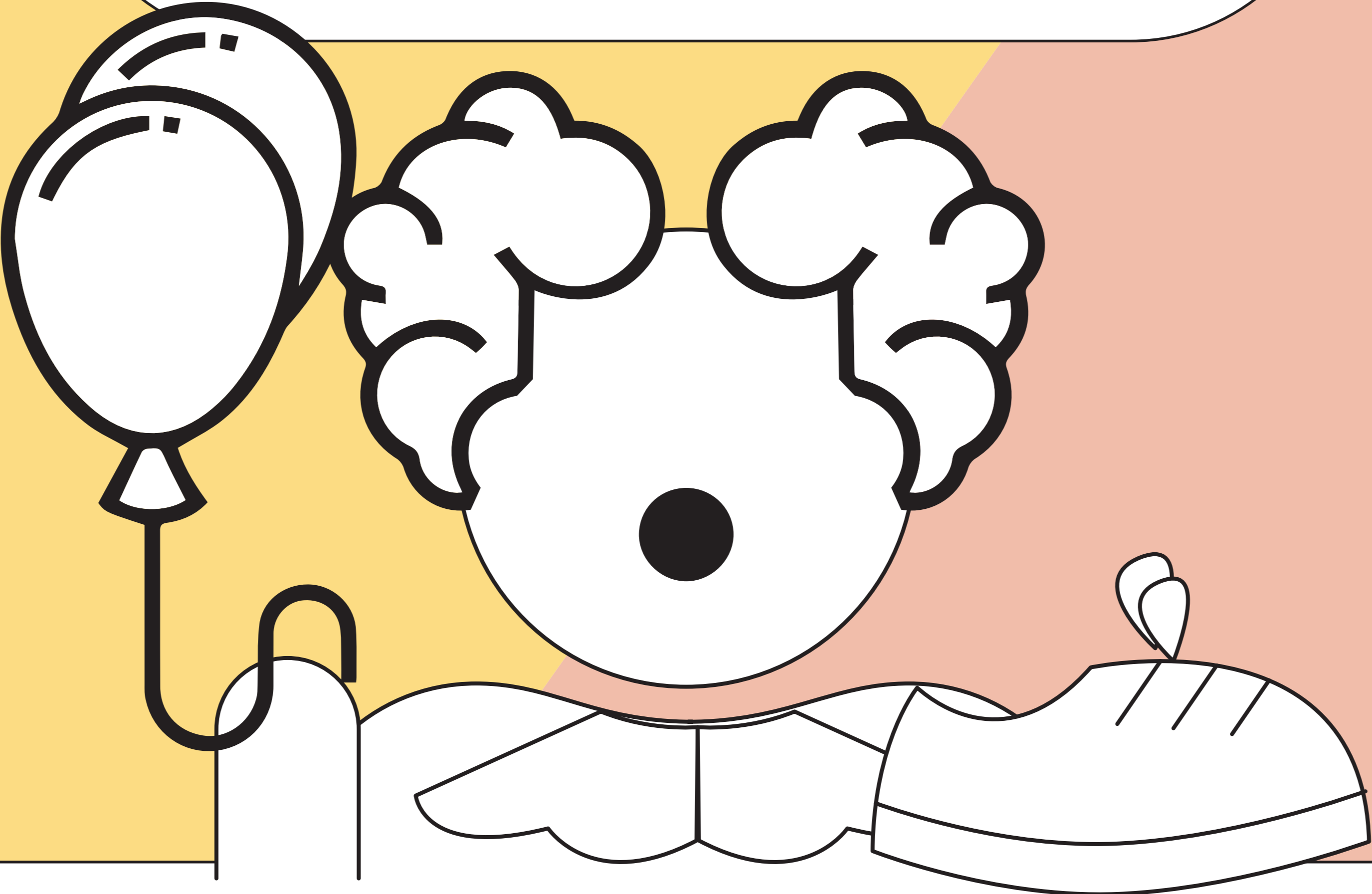
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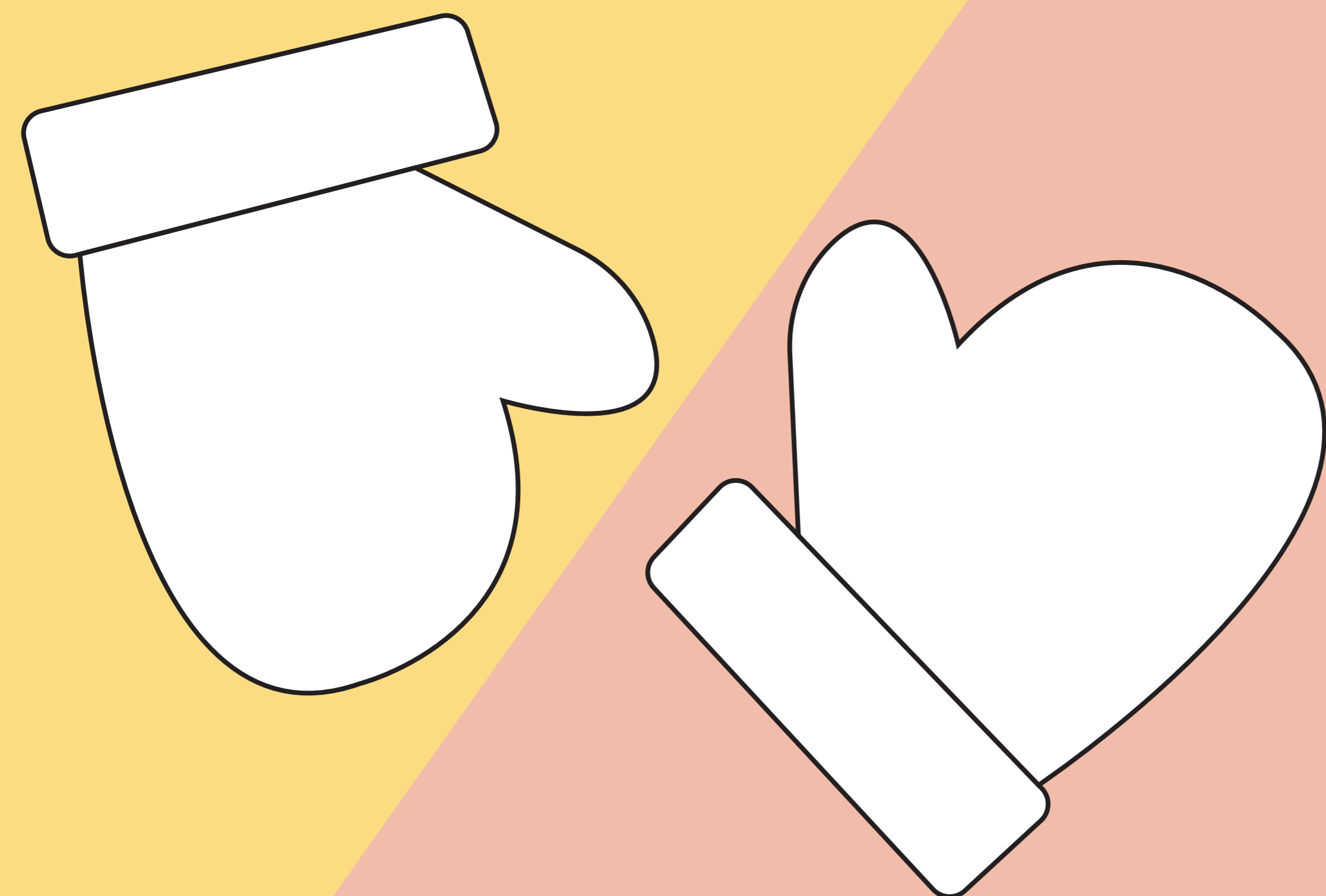
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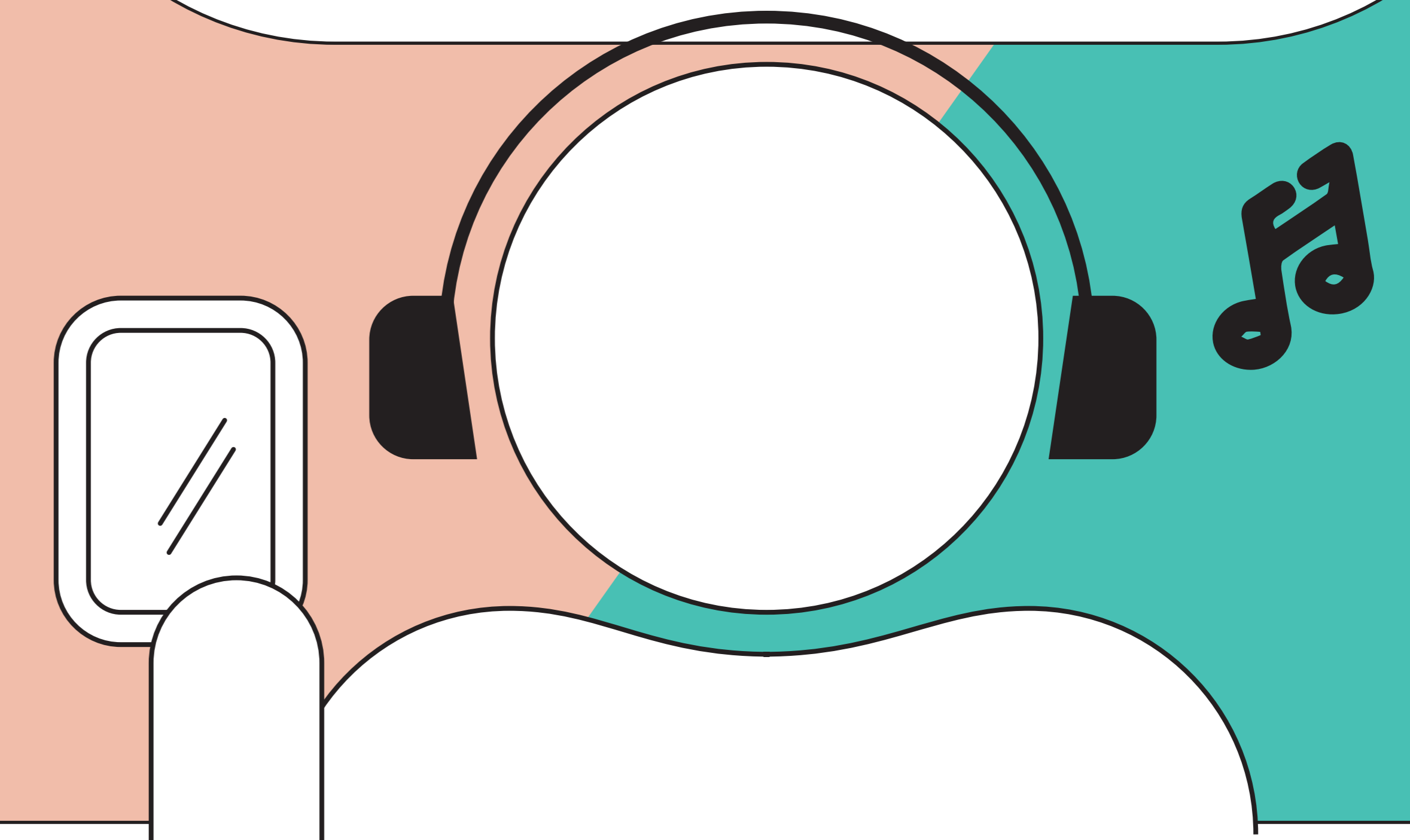
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