

Universal Principles of Assistive Technology

Principle of Parsimony

“Everything should be made as simple as possible, but not simpler”

- Use the **simplest** device, system or intervention-approach without compromising benefits
- Eliminate unnecessary complexity
- There are situations in which it may be appropriate **not to use technology at all!**

Principle of Minimal Learning

“Don’t make me think”

- Develop solutions that require **little or no training**
- Use of the technology should be **intuitive** to the user
- Motivation to complete a task should be higher than cognitive load

Principle of Minimal Energy

“Minimum effort means maximum comfort”

- Activities should **require little effort** and able to be performed for long periods of time
- The required **physical effort must be lower** than the motivation to complete a task
- Students should be able to use solutions **efficiently and comfortably**

Principle of Minimal Interference

“Stop bothering me!”

- The use of the technology **shouldn’t distract the user** from the activity they’re trying to achieve
- Users must be enabled to **maintain focus** on completing the task at hand

Principle of Best Fit

“Is it me?”

- Solution should fit the **personality** and needs of the individual to the maximum extent possible
- Technology should be compatible with **all aspects of the user’s life**

Principle of Practicality and Use

“Never forget why you started”

- Develop a solution **they can actually use**
- Keep in mind on-going costs, transport and charging considerations

Principle of Evidence Based Practice

“Stand on the shoulders of giants”

- Use the best and most current research evidence
- Use a **Multi-Disciplinary Team** approach
- Get **all stakeholder** perspectives



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