MULTIPLIER EVENT

Smart Inclusion: Harnessing Technology for People with Intellectual Disabilities

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MIND INCLUSION 2.0 | 3.0
DIGITAL TOOLS

3 DIGITAL TOOLS	3 DIFFERENT TARGETS
Mobile APP	People with Intellectual Disabilities, Business Users and project partners
Massive open online course (MOOC)	Managers of activities and public spaces
Online Learning Center (OLC)	Social professionals engaged with pwid

MIND INCLUSION 2.0-3.0 APP
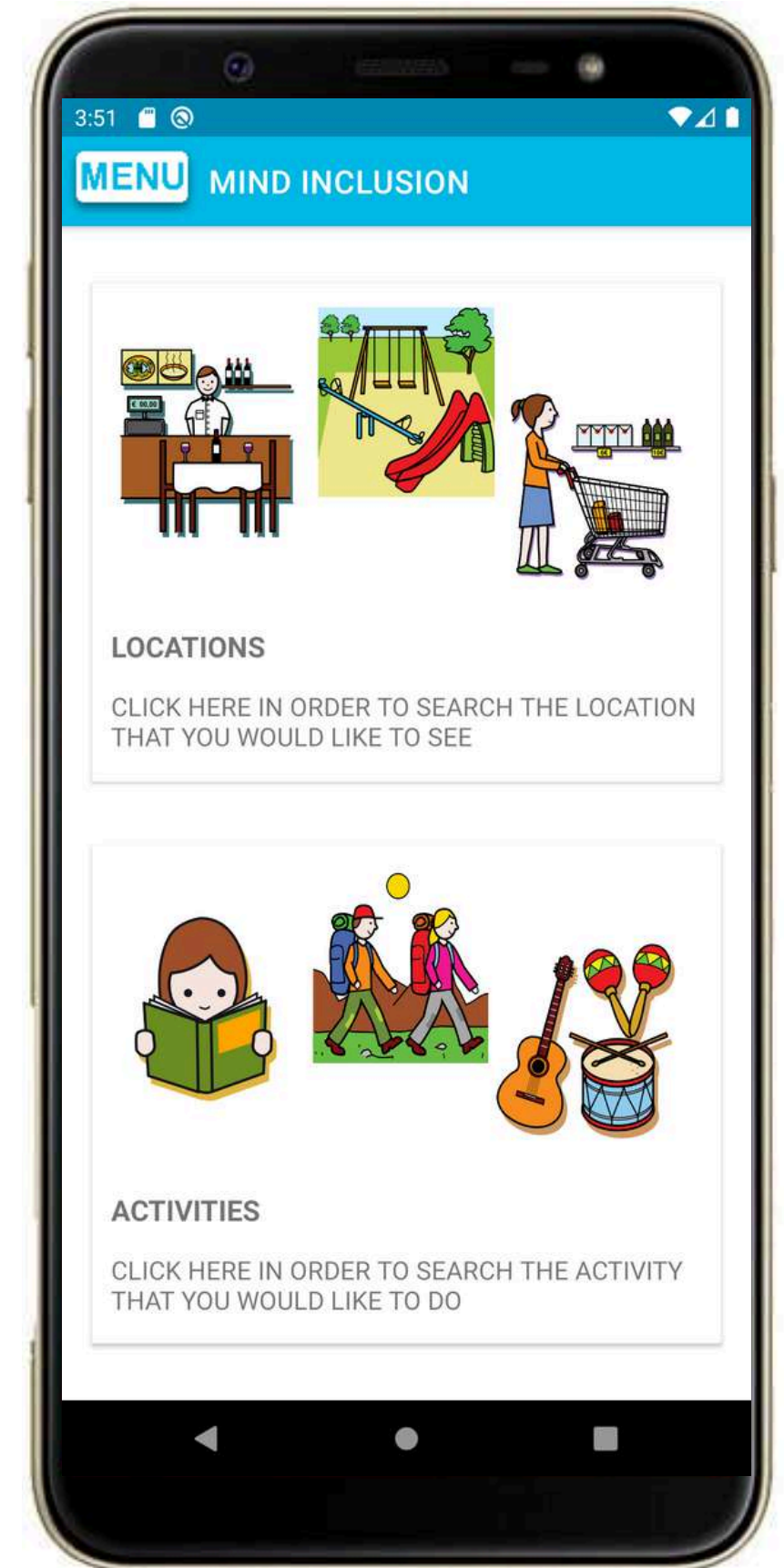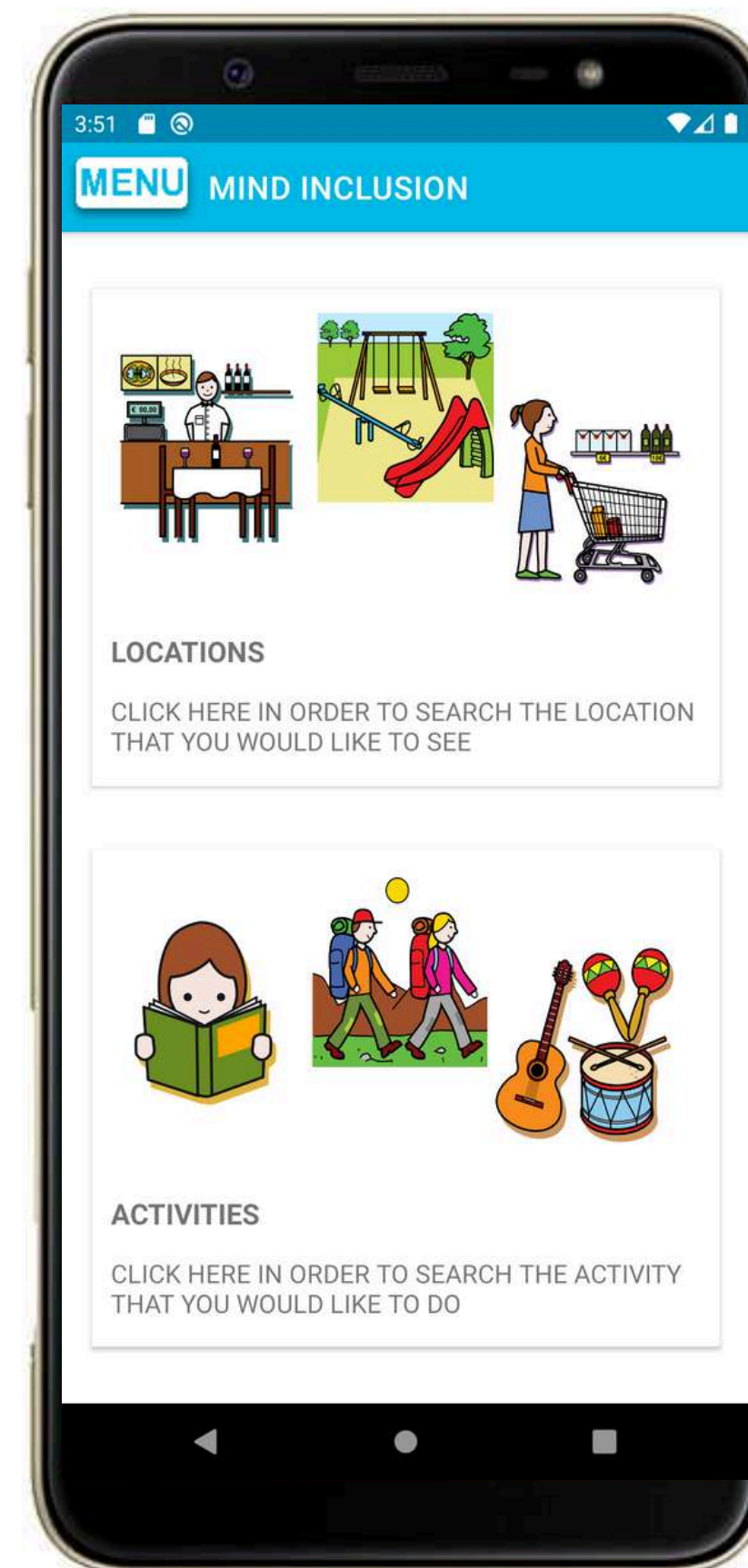
What is the MIND INCLUSION App?

The MIND INCLUSION app is a mobile platform that helps people with intellectual disabilities (PWID) and their carers find, evaluate and share information about inclusive public spaces and activities.

This promotes autonomy, cognitive accessibility and social participation.

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How it was developed: a truly participatory approach

The app was created using a user-centred approach based on co-design with three target groups:

1. *People with intellectual disabilities* (PWID) - who will use the app to find inclusive public places and activities.
2. *Business users* - who will promote their activities and accessible spaces through the app.
3. *Project partners* - who will manage the back-office activities and ensure continuous updates and quality control.

Social IT (project's technical partner) guided the app's development using an agile method.

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How it was developed: a truly participatory approach (2)

The development of the platform was divided into *three levels* of mock-up:

1. **Low**-fidelity
2. **Medium**-fidelity
3. **High**-fidelity

Dedicated **focus groups** were organised with the three main target groups to move from one mock-up level to the next.

This enabled the interface and functionality to be continuously adapted to the specific needs of users.
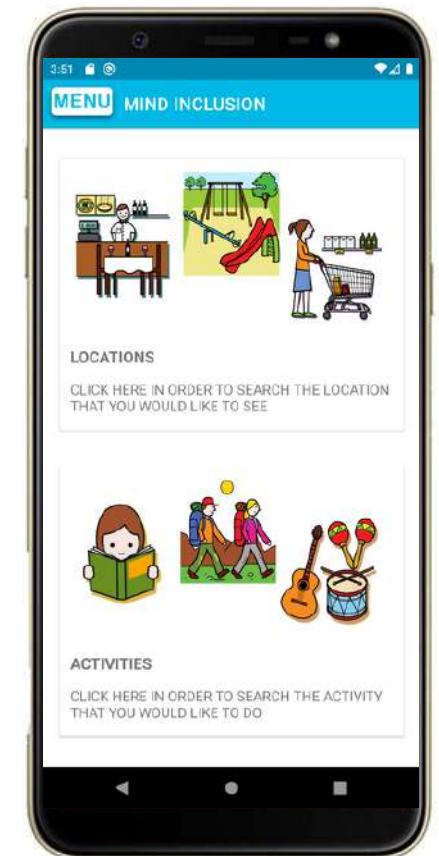
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A concrete *example* of adaptation: from web app to a mobile app

Focus groups showed users struggled with keyboard and browser use.

The *initial idea* was for a responsive *web app*

This led to the choice of a *mobile app*, easier to access and use.

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The *key* features of the app:

The **rating system**: Users can rate venues based on personal criteria like staff friendliness, menu simplicity, and noise level.

Intelligent search filters:
1. "Silent room"
2. "Facilitated access"
3. "Spaces for socialising"

The app incorporates <u>ARASAAC</u> **pictograms**, developed by the Aragonese AAC® (ARASAAC) initiative, to ensure that images within the app are instantly recognizable and cognitively accessible by final users.
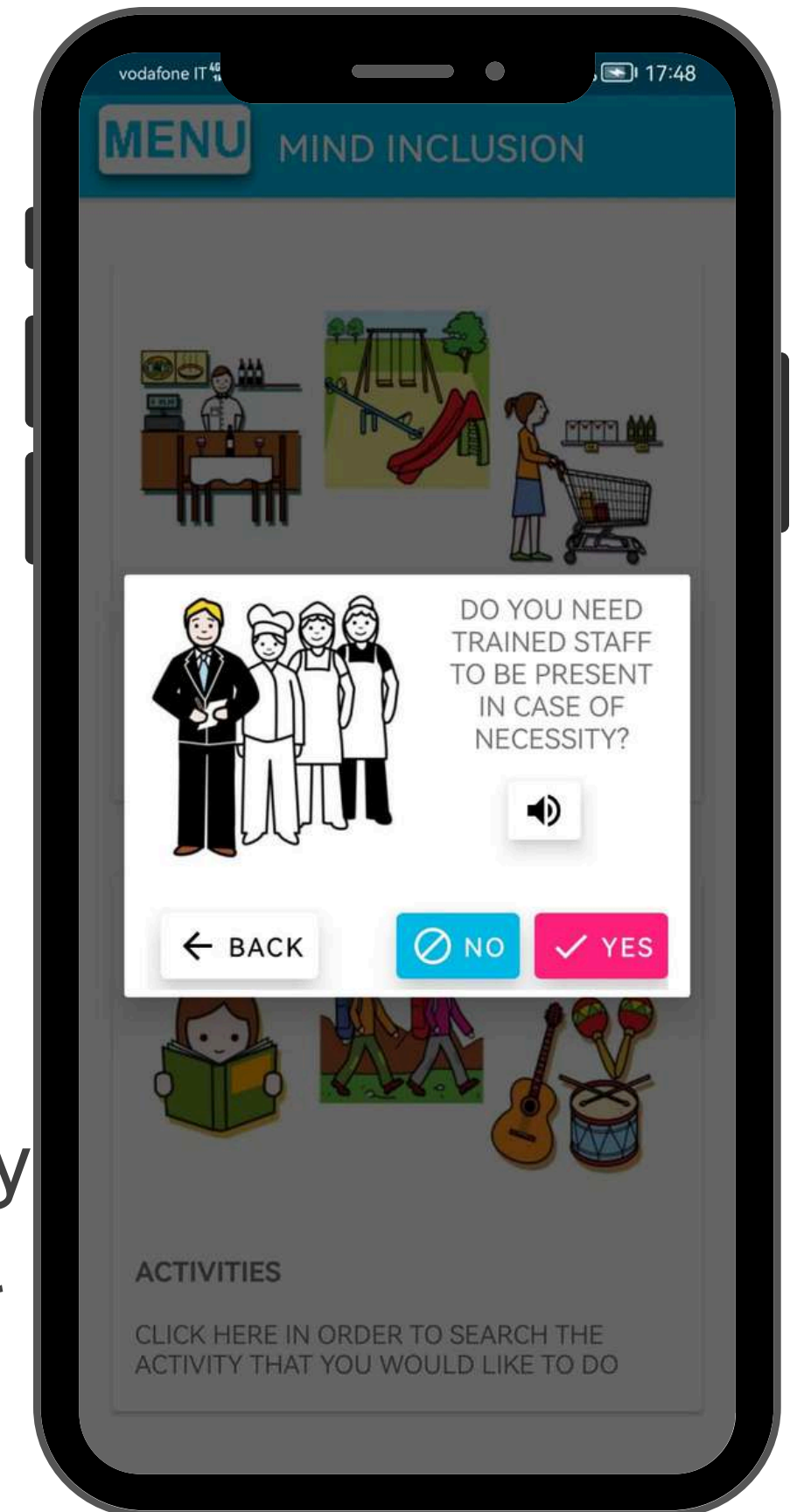
MIND INCLUSION 3.0
E-Learning resources

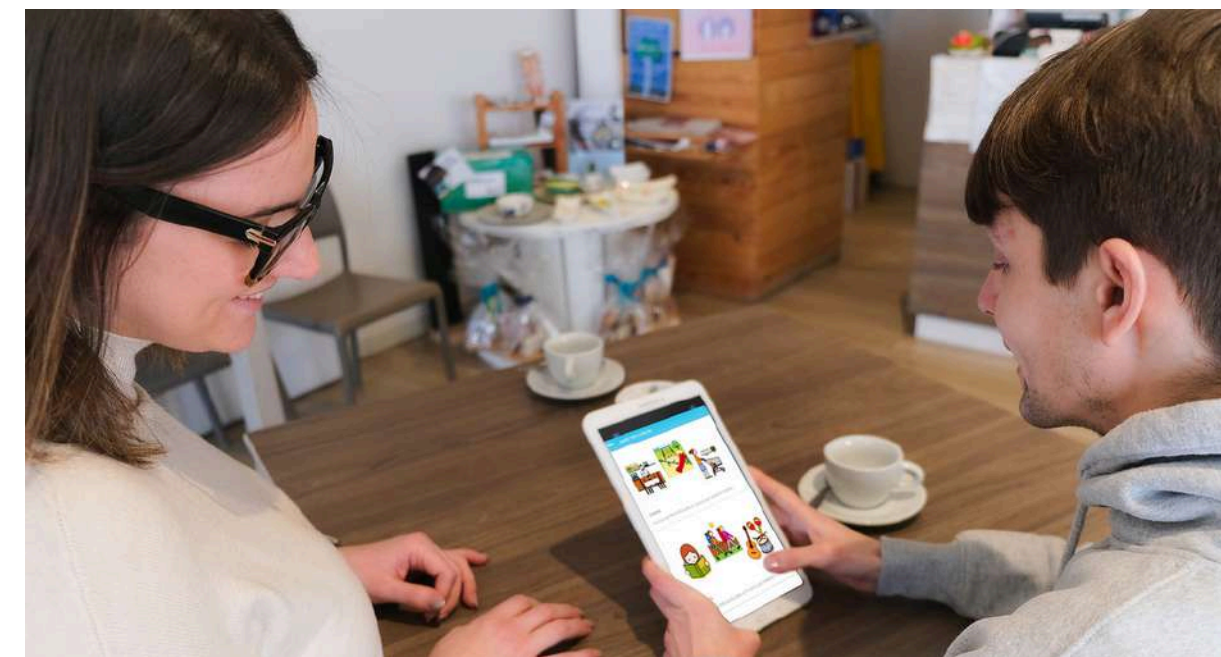| Massive open online course (MOOC)	Online Learning Center (OLC)
An *online course* to promote inclusion in public services • for managers of activities and public spaces (bar, restaurants, gym and others) *This is particularly the case for those without experience or training in including people with intellectual disabilities* (PWID)	The OLC is an online platform for social professionals, such as social educators carers, caregivers engaged with PWID.

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How were they developed?

A participatory and inclusive approach
- It integrates the use of the *Mind Inclusion app*
- Available in 4 languages: IT, EN, ES, RO

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Massive Open Online Course (MOOC)

OBJECTIVES

- Providing **flexible** and **non-formal** learning opportunities
- **Improving** physical, cognitive, and behavioural **accessibility**
- Providing concrete, operational **tools**
- Creating a **European network of inclusive BUs**

CONTENTS

MOOC

MODULE 1 – General information about disability

Disability, Intellectual disability, physical disabilities, sensory disabilities

MOOC

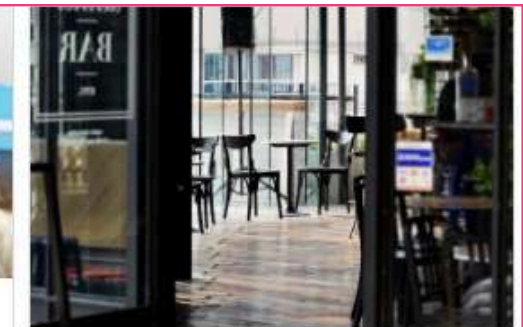**MODULE 2 – Daily challenges of intellectual disability and/or cognitive impairment**

Intellectual disability, social inclusion, barriers, support

MOOC

MODULE 3 – Physical disabilities and Accessibility

Support, accessibility, physical impairment, criteria
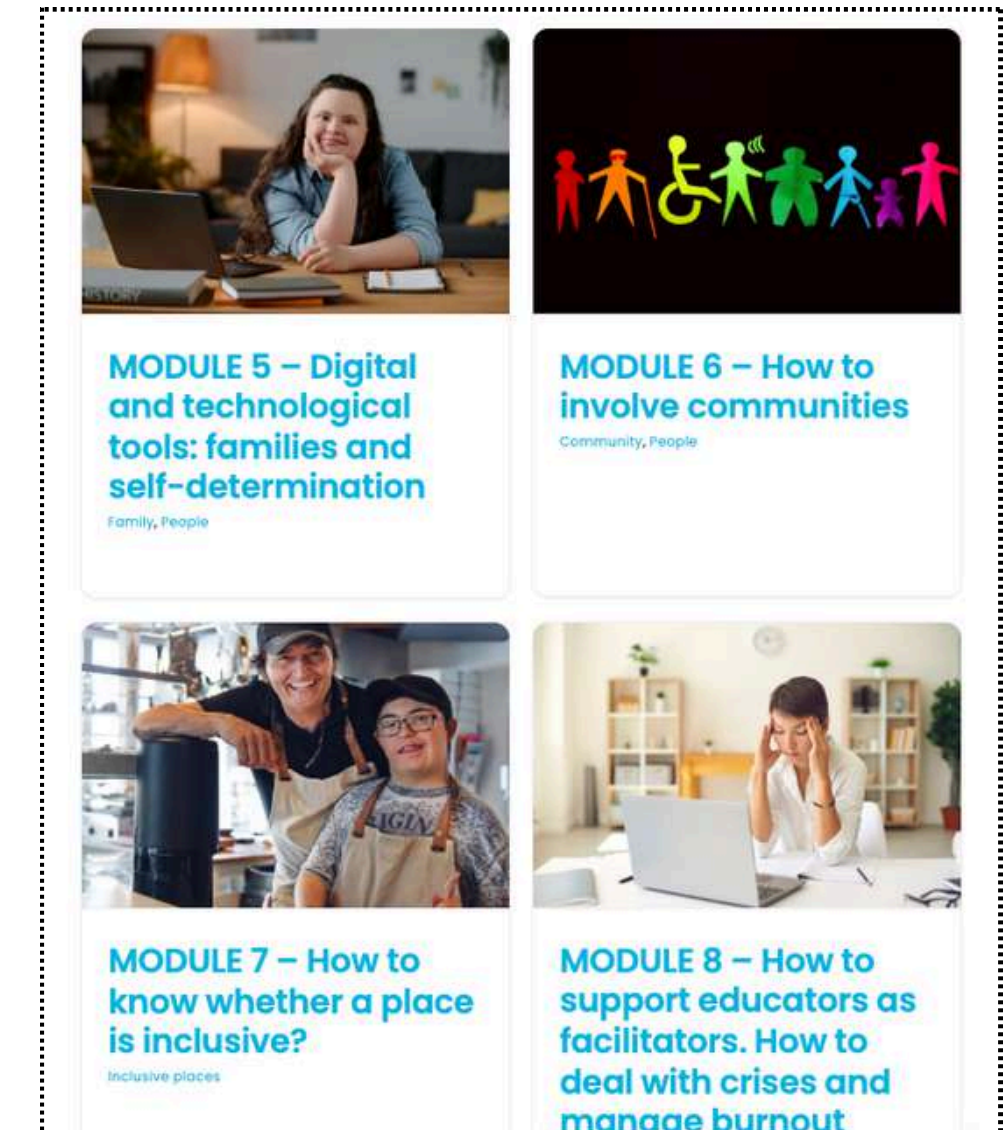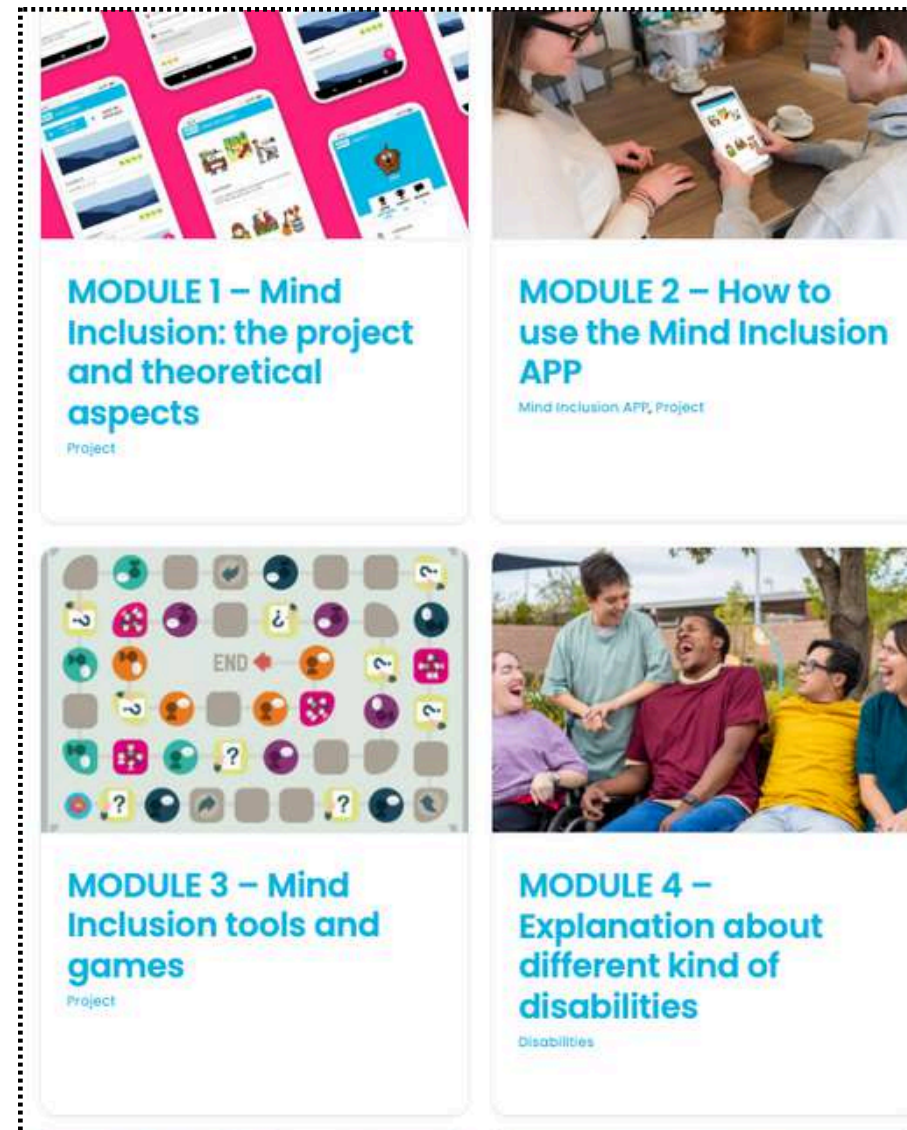
MOOC

MODULE 4 – Cognitive Accessibility

Cognitive Accessibility, senses, sensor friendly design, touch, sounds, light, olfactor, communication

Online Learning Center (OLC)

OBJECTIVES

- Increase digital skills and inclusive methodologies.
- Facilitate the **role** of inclusion **facilitators** within communities.
- Create a **community of practice** using co-working and collaboration tools.

CONTENTS

MODULE 1 – Mind Inclusion: the project and theoretical aspects
Project

MODULE 2 – How to use the Mind Inclusion APP
Mind Inclusion APP, Project

MODULE 3 – Mind Inclusion tools and games
Project

MODULE 4 – Explanation about different kind of disabilities
Disabilities

MODULE 5 – Digital and technological tools: families and self-determination
Family, People

MODULE 6 – How to involve communities
Community, People

MODULE 7 – How to know whether a place is inclusive?
Inclusive places

MODULE 8 – How to support educators as facilitators. How to deal with crises and manage burnout
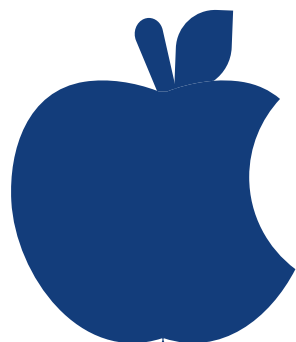
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*Information on Mind Inclusion 2.0 and 3.0 is available on the **website***

*To download the app to an Android device: **link***

*To download the iOS app: **link***

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Thank you
for you attention!

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