“The design and composition of an environment so that it can be accessed, understood, and used to the greatest extent possible by all people regardless of their age, size, ability, or disability.”

7 Principles for Universal Design:
1. Equitable Use
2. Size and Space
3. Low Physical Effort
4. Tolerance for Error
5. Perceptible Information
6. Simple and Intuitive Use
7. Flexibility in Use
Examples of UD

- Using universal design when making figures or presentations
  - Text Considerations:
    - Three different fonts, maximum
    - Limit use of **bold**, *italic*, or ALL CAPS letters
    - Use a contrast checker - https://webaim.org/resources/contrastchecker/
  - Graphs and Figures
    - Also use a contrast checker for labeling graphs/figures
    - Do not rely just on colors for labeling sections of a graph or figures - use symbols, shapes, and patterns

1) https://webaim.org/resources/contrastchecker/
2) https://www.uky.edu/udl/powerpoint