

## Designing Wearables with People in Mind

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Wearable computing devices enter into different areas of our life. Among others, the most prominent themes are bio-tech fusion, synced lifestyle, organic computing, human enhancement, health empowerment, health empowerment, and learning. Design of wearables implies the tangible, wearable, and sometimes ubiquitous interfaces, as for input, as well as the output of a data. The screen-based laws, rules, and guidelines often have nothing to do with such non-standard types of human-computer interfaces. The nature of user interfaces for wearables is versatile and different to the traditional, screen-based human-computer interfaces. For designing wearables, it is not enough to apply the usability rules. The wearable devices are worn on a body and that is the main distinction to screen-based devices. People have different sizes of clothes, mental and physical abilities, social and cultural background. These properties start to play an important role in interaction design for wearable computing. In this paper, we review a hierarchical model for Universal Design principles that we propose to use for evaluation of prototypes of the wearable devices. We describe different groups of the Universal Design principles and propose a combined tool for use in the evaluation of the design of prototypes for the wearables.

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