Designing for users with
physical or motor disabilities

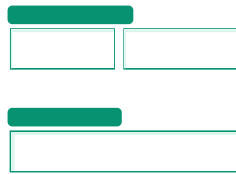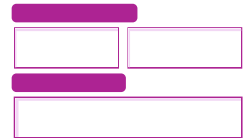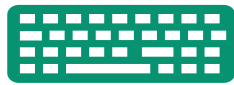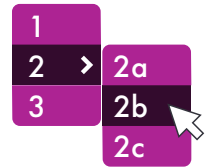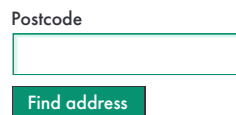| DO		DON'T	
Make large clickable actions	Yes	Demand precision	Yes
Give clickable elements space		Bunch interactions together	
Design for keyboard or speech only use		Make dynamic content that requires a lot of mouse movement	1 2 › 2a 3 2b 2c
Design with mobile and touchscreen in mind		Have short time out windows	Your session has timed out.
Provide shortcuts	Postcode Find address	Tire users with lots of typing and scrolling	Address
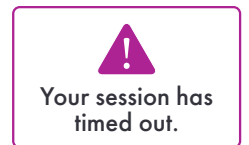
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