Abstract

The contribution sets out the principles and the pedagogical choices of technology made within the Tecnoabilitiamoci project. It is a training and work placement action aimed at disseminating web accessibility and social inclusion. The experience of the project fits into the category of best practices designed to encourage the local community to reflect on the integration processes of people with special needs, mediated by the use of technology.

Main findings

The Tecnoabilitiamoci project is innovative and unique in many ways. Innovation lies in its content, goals and objectives, while its uniqueness is in the choice of a working group that really encompasses difference and diversity in terms of user needs in all of its nuances. This heterogeneity has provided strength and solidity to the entire project, as the variety of students gave the whole group a human validation of everything that was designed. In this sense, the reconciliation of human and professional needs reached a satisfactory synthesis by effectively seeking to invite students and, more importantly, the area to reflect, think and work according to the principles of universal design and design for all. In this sense Tecnoabilitiamoci serves to produce and disseminate good practice regarding the integration processes mediated by technology use. Promoting and disseminating good practice in relation to these issues has enabled 'learning from experience', critical reflection on factors that may have led to an intervention's success and the elements that could enhance replicability and transferability to other contexts. The design experience is incorporated to that effect, offering the area a series of opportunities to re-think the notion of free and indiscriminate 'access' and 'use' for all citizens. Good practices are not requirements but instructions and concrete opportunities to reflect on an area's cultural patterns. Promoting and disseminating good practice through the benefits of 'accessible thinking' pushes the territory, without any compulsion to reflect critically on their cultural models. The design experience, in particular, means that thinking about 'accessibility' is not only a general consideration, but can activate procedures ranging from integration to relationality.