AccessComputing: The Alliance for Access to Computing Careers

Increasing the participation of people with disabilities in computing fields

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Partners
AccessComputing engages with more than 50 postsecondary institutions, companies, and other organizations

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Activities for Students with Disabilities
AccessComputing helps students with disabilities pursue degrees and careers in computing fields.

• AccessComputing Team
  high school, college, and graduate students with disabilities nationwide engage with each other and with mentors and participate in internships and other opportunities

• Choose Computing
  students with disabilities interested in learning more about computing careers can find more information about their options through profiles of successful computing students and professionals who happen to have disabilities, a collection of resources, and examples of computing projects
  uw.edu/accesscomputing/get-involved/students

Resources
AccessComputing shares resources.

• Searchable Knowledge Base of questions and answers, case studies, and promising practices

• Guidelines for making computing instruction and departmental services welcoming and accessible to students with disabilities

• Proceedings of capacity-building institutes exploring issues related to individuals with disabilities and computing fields

• Replication Packages that share everything that educators and professionals need to replicate successful practices

• Videos about accessibility and individuals with disabilities, including veterans, pursuing computing careers
  uw.edu/accesscomputing/resources-home

Activities for Faculty, Staff, and Employers
AccessComputing builds the capacity of faculty, staff, computing departments, employers, and professional organizations to fully include students with disabilities.

• Online Communities of Practice
  where faculty and other professionals discuss strategies and share resources for promoting the participation of people with disabilities in computing

• Minigrants
  funds for activities to support the project goal

• Capacity-Building Institutes and Training
  on campuses and at conferences

• Accessibility in the Curriculum
  computing curriculum related to accessibility, disability, and universal design to better prepare the next generation of computing professionals

• Industry Partners
  working together to recruit and retain computing professionals with disabilities
  uw.edu/accesscomputing/get-involved/educators-and-employers

Impact of Our Work
AccessComputing outcomes benefit society by

• making computing opportunities available to more citizens and

• enhancing computing fields with the perspectives of people with disabilities.
  uw.edu/accesscomputing

“Don’t just buy a new video game, make one. Don’t just download the latest app, help design it. Don’t just play on your phone, program it. No one’s born a computer scientist, but with a little hard work and some math and science, just about anyone can become one.”

President Barack Obama