



## TECHNOLOGY AND DISABILITY POLICY HIGHLIGHTS - JUNE 2019

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In June, U.S. Senators Bob Casey (D-PA) and Susan Collins (R-ME), and U.S. Representatives Jim Langevin (D-RI-2) and Chris Smith (R-NJ-4) introduced the *Real Emergency Access for Aging and Disability Inclusion (REAADI) for Disasters Act* [**S. 1755 and HR. 3208**] in the Senate and House, respectively. Extensive support for the legislation came from, among others, the collaboration of twenty-eight associations, the American Network of Community Options and Resources (ANCOR), who composed letters to the House and Senate in support of the REAADI for Disasters Act. Cited heavily in the supporter's arguments for the legislation was a May 2019 Government Accountability Office report (GAO), [DISASTER ASSISTANCE: FEMA Action Needed to Better Support Individuals Who Are Older or Have Disabilities](#). The GAO report found that "A range of officials from entities that partner with the Federal Emergency Management Agency (FEMA)—including states, territories, localities, and nonprofits)—reported challenges providing assistance to individuals who are older or have disabilities following the 2017 hurricanes." If signed into law, REAADI would establish a National Commission on Disability Rights and Disasters to study the needs of individuals with disabilities, create a network of centers focused on training and technical assistance, direct the Department of Justice to review the spending of disaster funds, and create a grant program for increased inclusion strategies with people with disabilities.

In Wireless RERC news, two of our projects produced outputs related to building capacity in accessible design. Amelia (Amy) Lambeth, a research associate at the Interactive Media Technology Center (IMTC) at Georgia Tech, under advisement by Dr. Maribeth Gandy Coleman, completed an M.S. Human-Computer Interaction project. The project title is [A Social Acceptability and Assistive Usability Audit of a Novel Wearable Computing Device](#). Additionally, Wireless RERC researcher, Dr. Young Mi Choi, presented *Introducing Design Project Concepts in an Undergraduate Lecture Course* at the [Design and Ergonomics: Designing of Inclusive Learning Experience conference](#).

This issue also includes news about ADA Live!, Video Relay Service, Smart Clothing, Comcast, HuskyADAPT, Apple, Hearings Aids, the "cocktail party effect," and more.

## **LEGISLATIVE ACTIVITIES**

### **ADA LIVE! SCHEDULES PODCAST WITH ADA SPONSOR, THE HONORABLE TOM HARKIN**

June 12, 2019 – This year marks the 29<sup>th</sup> Anniversary of the Americans with Disabilities Act of 1990 (ADA). In light of this momentous occasion, ADA Live!, a podcast produced by Syracuse University’s Burton Blatt Institute, will host the Honorable Tom Harkin. Mr. Harkin is a former senator, veteran, author, attorney, and chief sponsor of the ADA. He helped to compose the legislation with the purpose of protecting the civil rights of people with disabilities. The media coined this legislation the “Emancipation Proclamation for People with Disabilities.” This bill prohibited discrimination against people with disabilities in numerous facets of daily life including employment, transportation, schools, local government programs, and places of public accommodation.

In the early 2000s, several court rulings weakened these ADA standards, which led to then-Senator Harkin and Senator Hatch proposing the ADA Amendments Act (ADAAA, 2008). ADAAA restored the original purpose of the ADA of 1990, which had been modified by high and low court decisions. The passage of the amendment reversed Supreme Court decisions that 1) stripped the ADA protections of people with disabilities that utilize mitigating measures such as assistive devices and medication to manage their disability; 2) redefined the “substantially limits” clause of determining the level of disability. As such, the ADA Amendments Act clarified and broadened the definition of “disability.” The amendment increased the number and types disabilities protected under the ADA and other anti-discrimination laws for people with disabilities that defer to the ADA definition of disability. The ADAAA also required the courts who heard ADA cases to focus their deliberations on whether discriminatory practices or policies were in place as opposed to whether the individual seeking the ADA’s legal protection fit within the definition of disability.

Specifically, the ADAAA rejected the Supreme Court ruling made in *Sutton v. United Air Lines, Inc.*, 527 U.S. 471 (1999) and *Toyota Motor Manufacturing, Kentucky, Inc. v. Williams*, 534 U.S. 184 (2002) that attempted to create a demanding standard for the qualification necessary to be classified as having a disability. Lastly, the ADAAA also enumerated its expectations that the Equal Employment Opportunity Commission (EEOC) would revise portions of its regulations that define the “substantially limits” as “significantly restricted” to be consistent with the ADA, as amended (Congress, EEOC, 2008).

In the podcast, The Honorable Harkin will delve into the driving factors behind the ADA legislation, its impact during the last 29 years, and the future of civil rights protections. This

live podcast with Harkin will occur on July 3<sup>rd</sup> at 1:00 PM. To listen, check out the links below.  
[Source: Southeast ADA Center]

**ADDITIONAL INFORMATION:**

[SoundCloud ADA Live!](#)

[soundcloud.com/adalive](https://soundcloud.com/adalive)

[ADA Live! website](#)

[www.adalive.org](http://www.adalive.org)

[Real-time captioning on July 3](#) at 1:00 pm [Eastern] will be available

[www.streamtext.net/player?event=BURTONBLATT](http://www.streamtext.net/player?event=BURTONBLATT)

**Real Emergency Access for Aging & Disability Inclusion for Disasters**

June 12, 2019 – The collaboration of 28 associations, the American Network of Community Options and Resources (ANCOR), composed letters to the House and Senate in support of the Real Emergency Access for Aging and Disability Inclusion (REAADI) for Disasters Act. Thus far, this extensive support has resulted in the bill being introduced in the House and Senate [S. 1755 and HR. 3208]. The REAADI Act developed several processes to promote a well-designed emergency preparedness, disaster response and recovery system to ensure the safety, rights, and dignity of people with disabilities. This Act would establish a National Commission on Disability Rights and Disasters to study the needs of individuals with disabilities, create a network of centers focused on training and technical assistance, direct the Department of Justice to review the spending of disaster funds, and create a grant program for increased inclusion strategies with people with disabilities. The implementation of the REAADI Act hopes to ensure that older people and people with disabilities are not disproportionately affected by the disaster [Source: ANCOR and REAADI for Disasters Act].

**ADDITIONAL INFORMATION:**

[ANCOR Joins Letters of Support for Disability-Specific Disaster Relief Legislation](#)

<https://ancor.org/newsroom/news/ancor-joins-letters-support-disability-specific-disaster-relief-legislation>

[REAADI Act One-Pager](#)

<https://reaadi.com/wp-content/uploads/2019/04/REAADI-in-Disasters-Act-One-pager-Draft-04-09-19.pdf>

[S. 1755](#)

<https://www.govtrack.us/congress/bills/116/s1755/text>

[H.R. 3208](#)

<https://www.congress.gov/bill/116th-congress/house-bill/3208/text>

## REGULATORY ACTIVITIES

### FCC REQUESTS COMMENTS ON THE IMPROVEMENT OF VIDEO RELAY SERVICE (VRS)

June 6, 2019 – The Federal Register published the FCC’s *Report and Order (R&O) and Further Notice of Proposed Rulemaking (FNPRM) on Improving Video Relay Service (VRS) and Direct Video Calling* [**CG Docket Nos. 10-51 and 03-123; FCC19-39**]. VRS is a type of Telecommunications Relay Services (TRS) that enables people with hearing or speech disabilities who use sign language to make telephone calls over broadband with a videophone. The VRS system also allows ASL users to communicate directly with other ASL users via video (Federal Register, Vol. 84, No. 109, 2019). In the Report and Order, the FCC facilitated direct video calling between sign language users and customer support call centers, registration of enterprise and public videophones in the TRS user registration database, and prohibition of VRS providers from offering or providing non-service related inducements to entice consumers to sign up for or use a VRS provider’s service. In the FNPRM, the FCC seeks comment on the following proposed actions: convert the pilot at-home interpreting program to a permanent program; permit VRS providers to commence service to new and porting VRS users for up to two weeks, pending database verification of the user’s identity, with compensation to be paid only after the user’s identity is verified; and require consumers to login to enterprise and public videophones before using them to place VRS calls. As it pertains to the pilot at-home program, the Commission established various safeguards as conditions for participation in the program. A notable safeguard requires that the FCC receives written certification from each in-home communication assistant (CA) as to their understanding of and commitment to complying with the Commission’s TRS rules, and their understanding of the grounds and process for dismissal from the at-home program. Further comments are requested on this matter to make an appropriate decision on the best policies and practices. Comments may be submitted on or before August 5th, 2019, and reply comments by September 4, 2019. [Source: Federal Register]

#### ADDITIONAL INFORMATION:

[Improving Video Relay Service and Direct Video Calling](#)

<https://www.govinfo.gov/content/pkg/FR-2019-06-06/pdf/2019-11213.pdf>

## WIRELESS RERC UPDATES

### **BUILDING CAPACITY IN ACCESSIBLE DESIGN: SOCIAL ACCEPTABILITY AND ASSISTIVE USABILITY AUDIT**

Amelia (Amy) Lambeth, a research associate at the Interactive Media Technology Center (IMTC) at Georgia Tech, under advisement by Dr. Maribeth Gandy Coleman, director of IMTC as well as the Associate Director of Interactive Media for the Institute for People and Technology completed an M.S. Human-Computer Interaction project. The project title is *A Social Acceptability and Assistive Usability Audit of a Novel Wearable Computing Device*. Lambeth conducted "A heuristic evaluation and social acceptability audit of a wearable textile interface that exhibits the potential for general and assistive technology applications." A poster (and accessible Word version) presenting research is linked below.

#### ADDITIONAL INFORMATION

 [mshci\\_projectposter.pdf](#)

 [r2d2\\_masters\\_project\\_poster\\_accessible.docx](#)

### **BUILDING CAPACITY IN ACCESSIBLE DESIGN: DESIGN OF INCLUSIVE LEARNING EXPERIENCES**

Wireless RERC researcher, Dr. Young Mi Choi, presented *Introducing Design Project Concepts in an Undergraduate Lecture Course* at the [Design and Ergonomics: Designing of Inclusive Learning Experience conference](#). The conference convened in Florence, Italy on May 10, 2019. The full proceedings have not yet been published, but they will be available at this open access publisher:

[https://sites.google.com/view/pudcad-conference-unifi/home#h.p\\_TAS9daj7juSH](https://sites.google.com/view/pudcad-conference-unifi/home#h.p_TAS9daj7juSH).

In the meantime, paper abstract is below:

One of the challenges instructors face is training students on how to identify problems and opportunities. The process of problem-solving, coming up with a solution to a problem which has already been defined, is already familiar since it is an exercise that most students have done for most of their academic lives. Finding and solving problems involve four general stages: Gap Identification/Problem Recognition, Problem Diagnosis/Formulation, Alternatives Generation, and Alternatives Selection. Problem Recognition is realizing that an issue exists. Problem Diagnosis involves gathering information relevant to the issue in order to more specifically define it.

Alternatives Generation involves using the gathered data to come up with possible ways to get from the current state to the desired state. Alternatives Selection involves picking the solution that is the best resolution for the issue based on everything known about the problem.

In a world with complex and inter-related problems, Problem Recognition, which also might be called identifying design opportunities, is an increasingly important skill for designers and engineers. This is especially true for those aspiring to be entrepreneurs or leaders in a particular discipline. Companies devote significant resources to the development of new products with development and testing using up to 54 % of the total. It is important to both identify new product and feature ideas that are viable. With problems that cross disciplinary boundaries, there is a need to effectively mix engineering approaches to generate technical solutions along with creative and user-focused approaches more commonly associated with industrial design.

An early introduction and a chance to gain practical experience with both Universal Design and Assistive Design are important. With an early introduction to these concepts, students will have the opportunity to apply their experience to both future projects during the course of their training and into their professional careers (whether product design or other fields).

The aim of this paper is to describe approaches for introducing undergraduate students in both design and engineering to the concepts of Universal Design (UD) and to the design of Assistive Technology (AT) devices. A design project undertaken in an introductory class in human factors and ergonomics is presented. A total of 89 students completed a survey at the end of the project self-reporting what they learned. The results indicated that students learned a lot, particularly from interactions with users, and expect to use what they learned in future professional contexts.

## **OTHER ITEMS OF INTEREST**

### **DEVELOPMENT OF HAPTIC-FEEDBACK CLOTHING**

June 18, 2019 – Through the use of haptic signaling in smart textiles, people with sight and hearing impairment can receive information sensed in the environment by touching a part of their body. The technology incorporates a computer-connected wearable camera that identifies important items, such as peoples' faces, the information is translated into vibration or other haptic signals. The project responsible for this technology is called SUITCEYES. The

acronym stands for Smart, User-friendly, Interactive, Tactual, Cognition-Enhancer that Yields Extended Sensosphere. This prototype clothing currently takes the form of a vest with a checkerboard pattern where each square of the material contains a separate “actuator that buzzes the wearer in a different place to convey different information.” Looking forward, smart textiles may become the triple threat of wearables: smart, cool, and fashionable. [Source: Ben Coxworth, NewAtlas]

**ADDITIONAL INFORMATION:**

[Haptic-feedback clothing designed to guide the deafblind](#)

<https://newatlas.com/suitceyes-haptic-clothing-deafblind/60190/>

**COMCAST LEADS IN INCLUSION WITH ACCESSIBILITY FEATURES**

June 17, 2019 – To increase the accessibility of their digital services, Comcast introduced eye control to its X1 cable platform. The X1 cable platform is the Comcast TV and Internet bundle package that includes improved accessibility for people with disabilities. The eye control feature allows Comcast customers to change channels, pull up the X1 programming guide, set DVR recordings, and navigate through other menus of the cable box using only their eyes. It can also type out X1 voice commands, like requesting a channel or searching for a show. To utilize the eye control feature, customers must sign into Comcast’s web-based remote control and link it to their cable account. This feature holds great promise for those with physical disabilities as it provides an opportunity for increased independence. [Source: Chris Welch, The Verge]

**ADDITIONAL INFORMATION:**

[COMCAST’S LATEST ACCESSIBILITY FEATURE LETS CUSTOMERS CHANGE TV CHANNELS WITH THEIR EYES](#)

[HTTPS://WWW.THEVERGE.COM/2019/6/17/18681792/COMCAST-EYE-CONTROL-ACCESSIBILITY-FEATURE-CHANGE-TV-CHANNELS](https://www.theverge.com/2019/6/17/18681792/comcast-eye-control-accessibility-feature-change-tv-channels)

**UNIVERSITY OF WASHINGTON ACCESSIBLE COMPETITION SHOWS TECHNOLOGICAL PROMISE FOR THE FUTURE**

June 7, 2019 – Students at the University of Washington exhibited their technological creations at the HuskyADAPT Inclusive Design & Engineering Showcase. The purpose of the HuskyADAPT showcase is to “foster an inclusive, sustainable, and multidisciplinary community at the University of Washington to support the development of accessible design and play

technology.” Some of the projects featured at the showcase are provided below with descriptions from the University of Washington [Source: Leslie Fisher, Geekwire].

- ENABLE Device Tracking: Designing a wearable sensor solution to track hand motion with a 3D-printed partial palm prosthetic designed by e-NABLE, a community of volunteer prosthetic makers. (Estelle Jiang, Jennifer Chiu, Marika Ridder, Selina Teng)
- ENABLE User Experience: Interviewing individuals with limb loss, prosthetic designers, and makers to improve the design and usability of assistive technology. (Rachel Rodney, Carrie Ding, Derick Yap)
- Wireless Switch Innovation: Constructing a universal wireless transmitter and receiver to establish a wireless connection between switches and adapted toys. (Eric Hodac, Ed Van Bruggen, Kameron Vuong, Amanda Ki, Aisha Azmi, Katherine Zhao)
- Oriented Stylus: Designing an accessible and functional stylus solution that is more easily orientable and accessible than a traditional stylus. (Jeffrey Wang, Isabella Heppe, Valentina Valero Nieto, Noah Adamek, Michelle Lin)
- Elderly Fall Monitoring: Constructing a system to automatically detect falls in the community to help prevent injuries, inform clinicians, and improve care and future quality of life. (Kaleb Vuong, Nora Morsi, Kyle Won, Aadi Jain, Aaditya Desai, Declan Edgecomb)
- Accessible Art Designs: Creating a micro-installation that is a multi-sensory experience that makes art more accessible to people who are blind or visually impaired by using tactile and auditory elements. (Tina Lis, Lucy Jiang)
- MACKccessMaps: Accessible rerouting on-the-fly, building on top of AccessMap. (Celeste Cayetano, Ken Dong, Andrew Luo, Mimi Ruo)
- Polaris: Crowdsourced information on bus stops, integrated with OneBusAway. (Yuma Tou, Dylan Jergens, Kyle Pierce, Tyler Mi)
- Walksheds: Analyzing city-scale geo-data to build public service walkshed dashboard for all pedestrians. (Shenghao Xie, Matt Choi)
- Learning the Sidewalks: Using a neural net to classify pedestrian environments. (Phillip Hoang, Pranesh Jambula)

#### ADDITIONAL INFORMATION:

[Inclusive design and accessible tech in the spotlight at Univ. of Washington student showcase](https://www.geekwire.com/2019/inclusive-design-accessible-tech-spotlight-univ-washington-student-showcase/)

<https://www.geekwire.com/2019/inclusive-design-accessible-tech-spotlight-univ-washington-student-showcase/>



## **ASSISTIVE TECHNOLOGY INCREASES ACCESS TO EDUCATION**

June 5, 2019 – The English Montreal School Board (EMSB) has embedded accessible efforts into their school infrastructure and operations. Recently, they added assistive technology (AT) consultants to their team of professionals. These AT consultants are using the Universal Design for Learning (UDL) framework for the implementation of AT throughout the school system. The UDL framework removes barriers to learning to increase accessibility and empower students to learn in non-traditional ways. Teachers and students in this Quebec school system have access to direct support from AT consultants year-round. To further their support of students with disabilities, AT consultants also provide self-contained classrooms where specialized assistive technologies are consistently available. The hardware and technical support are coupled with specialized software to enhance learning such as WordQ/SpeakQ, Read & Write, augmentative and alternative communication (AAC) tools, TouchChat, BoardmakerOnline, Proloquo2Go, and Clicker apps. These progressive steps help create inclusive learning environments. [Source: Wendy Singer, EMSB]

### **ADDITIONAL INFORMATION:**

[Assistive technology is increasing access to learning and communication at the EMSB](https://www.emsb.qc.ca/emsb/articles/assistive-technology-is-increasing-access-to-learning-and-communication-at-the-emsb)  
<https://www.emsb.qc.ca/emsb/articles/assistive-technology-is-increasing-access-to-learning-and-communication-at-the-emsb>

## **APPLE SHOWS INCLUSIVE TECHNOLOGICAL DEVELOPMENTS**

June 5, 2019 – At this year's Worldwide Developers Conference keynote, Apple announced some of its accessibility efforts. Apple highlighted one feature that they seemed especially proud of--Apple's Voice Control. This software tool is available for macOS Cataline and iOS 13 devices. This feature allows the users to control their Apple products using only their voice. In the settings, users can set commands such as "Open Mail" or "Tell Mark to Lock the Door." Users can also "show numbers" in Safari's favorites view and little numbers, corresponding to the number of favorites the user has, are displayed beside a website's "favicon." Though it does not appear drastically different than Siri, the voice helper on Apple products, it is. It is completely voice activated, and it is designed to be customizable. The speech detection system allows parsing of users with different types of speech for better detection of diverse speech patterns. During the conference, Apple also highlighted HoverText and AssistiveTouch as key features that improve accessibility for people with disabilities. HoverText allows the user to place their mouse pointer over a selection of text and it produces a bubble with said text enlarged. Text can be enlarged up to 128 pt (Herrlinger). While AssistiveTouch is a series

of options for users with physical motor delays who are unable to easily utilize the touchscreen. This feature allows users to plug in a mouse pointer to better navigate the Apple product [Source: Steven Aquino, TechCrunch].

**ADDITIONAL INFORMATION:**

[Apple's global accessibility head on the company's new features for iOS 13 and macOS Catalina](https://techcrunch.com/2019/06/05/apples-global-accessibility-head-on-the-companys-new-accessibility-features/)

<https://techcrunch.com/2019/06/05/apples-global-accessibility-head-on-the-companys-new-accessibility-features/>

**AFFORDABLE HEARING AIDS CRAFTED BY GEORGIA TECH INVENTORS**

June 4, 2019 – Developers at Georgia Tech created a low-cost and self-fitting hearing aid in part, to address limited access to audiologists in rural and resource-poor environments. The device was created with the potential to be put together by the user, which allows for the widespread dissemination of the hearing aid and “easy repair and maintenance.” The inventors at Georgia Tech released the platform as open source, allowing other researchers to access the technology as well as participate in contributing software and hardware improvements. The low-cost hearing aid is available for \$15 and can be used with household/electronic batteries. For further information about this technology, please visit the link below. [Source: Georgia Tech Research Corporation]

**ADDITIONAL INFORMATION:**

[LOW-COST AND SELF-FITTING HEARING AID PLATFORM](https://industry.gatech.edu/technology/low-cost-and-self-fitting-hearing-aid-platform)

[HTTPS://INDUSTRY.GATECH.EDU/TECHNOLOGY/LOW-COST-AND-SELF-FITTING-HEARING-AID-PLATFORM](https://industry.gatech.edu/technology/low-cost-and-self-fitting-hearing-aid-platform)

**REVOLUTIONIZING HEARING METHODS FOR PEOPLE WITH HEARING LOSS**

June 4, 2019 –The Vibrating Auditory Stimulator (VAS) reduces the effects of the “cocktail party effect” experienced by people with hearing loss. The cocktail party effect is best described as the inability (or difficulty) to discern one speaker’s voice from others in crowded, noisy environments. The VAS device would reduce this effect by buzzing two of the user’s fingers. The study placed participants in a cocktail party effect scenario and to mitigate issues with understanding the speaker; users held their index and middle fingers against an inexpensive tactile feedback device. The mechanisms behind the VAS device converts low-frequency speech audio signals into vibrations. Dr. Wolak of Poland’s World Hearing Center explains the theory behind why the VAS device works. It is centered around the notion that “multisensory stimulations providing the same types of information should be processed in

the same brain region and ultimately then predicting that multisensory stimulations (both sounds and touch) should enhance perception.” The scientific study and supporting data were recently published in the *Restorative Neurology and Neuroscience* journal. [Source: Ben Coxworth, New Atlas]

**ADDITIONAL INFORMATION:**

[DEVICE MAY ALLOW THE DEAF TO "HEAR THROUGH THEIR FINGERTIPS"](#)

[HTTPS://NEWATLAS.COM/FINGER-VIBRATION-HEARING/59985/](https://newatlas.com/finger-vibration-hearing/59985/)

**THE POWER OF TECHNOLOGY TO REDUCE BARRIERS FOR STUDENTS WITH DISABILITIES**

June 3, 2019 – Well-established research shows that fewer students with disabilities go to university compared to their non-disabled peers. In light of this, European regulations enforce improvements to inaccessible websites and digital content. Some institutions are taking a wider approach than others. One such university is De Montfort. Students can record their moods through a traffic light system, and it allows specialists to track these notifications and provide intervention. While other schools are using technological developments like mobile apps to guide students through their higher education experience. To encourage holistic inclusion, the government *reduced* funding for Disabled Students Allowances in 2016-17 with the logic that universities would be pressured to “create a more inclusive learning environment” rather than narrower, and small-scale, efforts. The success of these initiatives is unevaluated, and some advocates indicate a need for both generally inclusive educational environments and individualized solutions. “Piers Wilkinson, head of Ramping Up, a consultancy on accessibility in higher education and disabled students officer elect at the National Union of Students, says that a general inclusive approach can be helpful in identifying that a particular style of teaching or assessment does not work for all students, not just their disabled peers. But he argues that although it’s important, universities still need to provide targeted support for disabled students.” [Source: Harriet Swain, The Guardian]

**ADDITIONAL INFORMATION:**

['IT REMOVES STIGMA': HOW TECH BREAKS DOWN BARRIERS FOR STUDENTS WITH DISABILITIES](#)

[HTTPS://WWW.THEGUARDIAN.COM/EDUCATION/2019/JUN/03/IT-REMOVES-STIGMA-HOW-TECH-BREAKS-DOWN-BARRIERS-FOR-DISABLED-STUDENTS](https://www.theguardian.com/education/2019/jun/03/it-removes-stigma-how-tech-breaks-down-barrriers-for-disabled-students)

## UPCOMING EVENTS

### **ASSOCIATION FOR PUBLIC POLICY ANALYSIS AND MANAGEMENT (APPAM) 2019**

APPAM 2019 will convene July 29 through 30, 2019 in Barcelona, Spain. Co-hosted by [The Johns Hopkins University - University Pompeu Fabra \(JHU-UPF\) Public Policy Center](#), this year's theme is "Public Policy in an Era of Rapid Change." A global perspective will be taken at this conference with a particular emphasis on informing policies that address social inequalities.

ADDITIONAL INFORMATION:

[APPAM 2019](#)

[<http://www.appam.org/2019-international-conference/>]

### **23RD TDI BIENNIAL CONFERENCE**

TDI 2019 will convene August 15 through 17, 2019 at Gallaudet University: Kellogg Conference Hotel in Washington, D.C. Conference attendees will represent government policymakers, industry, and consumers. All brought together to discuss advancements in accessible technologies, media, and communications for people who are deaf, hard of hearing, deafblind, and late-deafened.

ADDITIONAL INFORMATION:

[23rd TDI Biennial Conference](#)

<https://tdiforaccess.org/iwantto/attendconference/>

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### **TECHNOLOGY AND DISABILITY POLICY HIGHLIGHTS, JUNE 2019**

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The Technology and Disability Policy Highlights (TDPH) is a monthly newsletter that reports on national public policy events and tracks emerging issues of interest to individuals with disabilities, researchers, policymakers, industry, and advocacy professionals. The Wireless RERC is a research center that promotes universal access to wireless technologies and explores their innovative applications in addressing the needs, user experiences, and expectations of people with disabilities. For more information on the Wireless RERC, please visit our website at [<http://www.wirelessrerc.org>]. For further information on items summarized in this report, or if you have items of interest that you would like included in

future editions, please contact this edition's editors Salimah LaForce [[salimah@cacp.gatech.edu](mailto:salimah@cacp.gatech.edu)] or Dara Bright [[dara.bright@cacp.gatech.edu](mailto:dara.bright@cacp.gatech.edu)].

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