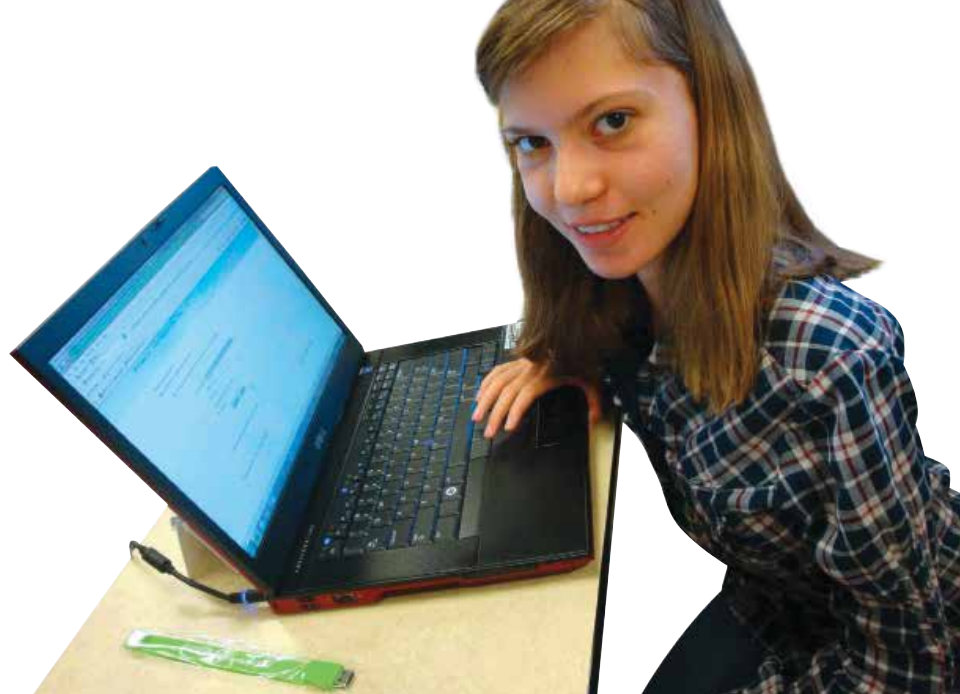# Access Computing

uw.edu/accesscomputing
accesscomp@uw.edu

## Leaders

University of Washington
Richard Ladner, *Computer Science & Engineering*
Sheryl Burgstahler, *DO-IT Center*

## Partners

*AccessComputing* engages with more than thirty postsecondary institutions and other organizations

uw.edu/accesscomputing/about-us/partners

# The Alliance for Access to Computing Careers

Increasing the participation of people with disabilities in computing fields

## Funding

*AccessComputing* is funded by the National Science Foundation as part of the Broadening Participation in Computing Alliance program of the Directorate for Computer & Information Sciences and Engineering (Grant #CNS-0540615, #CNS-0837508, & #CNS-1042260).

uw.edu/accesscomputing/about-us

# Access Computing

## Activities for Students with Disabilities

*AccessComputing helps students with disabilities pursue degrees and careers in computing fields.*

- **AccessComputing Team**
  students nationwide including high school, college, and graduate students, including veterans, with disabilities 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

- **Online Student Lounge & Veterans Center**
  comprehensive websites to help students with disabilities prepare for and succeed in college and careers

  uw.edu/accesscomputing/get-involved/students

## 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

- **Replication Packages**
  everything that educators and professionals need to replicate successful outreach activites

  uw.edu/accesscomputing/get-involved/educators-and-employers

## 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 students with disabilities and computing fields

- **Videos** of accessibility guidelines and students with disabilities, including veterans, pursuing computing careers

  uw.edu/accesscomputing/get-informed

## 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*