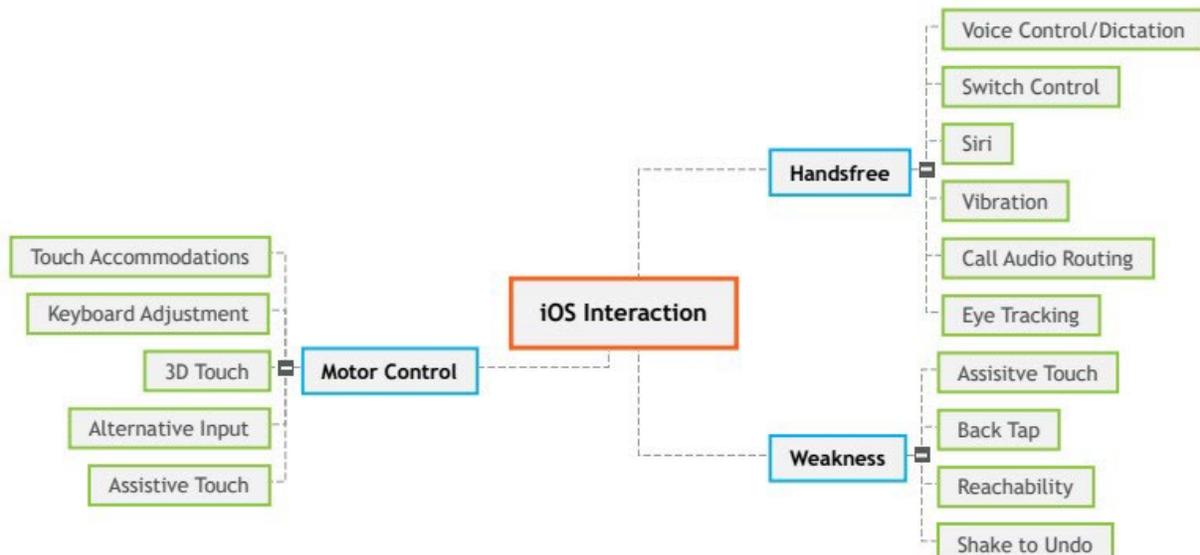




Built-in Accessibility Toolkit: Interaction (iOS)

Interaction Flowchart



Text Description

This flowchart identifies **Interaction** as the primary functional area.

The second level describes interaction-related challenges a person may experience, including differences in motor control, need for hands-free access, and reduced strength.

The final level presents selected built-in iOS accessibility features designed to support these functional needs. While some features may be applicable across multiple areas, representative examples are included to promote clarity and ease of use.

Practice Example

Consider a client who experiences reduced motor control and has difficulty completing quick or precise touch gestures. Providing additional time for touch input supports accurate interaction with the device without changing task demands.

Primary Functional Area: Interaction

Primary Impairment: Reduced motor control

Built-in iOS Support: Touch accommodations

Based on the Built-in decision tool, a recommended intervention is to collaboratively adjust touch accommodation settings within the iOS operating system to allow more time for accurate touch input and support independent device use.

Structured List Version

Interaction

- Motor Control
 - Touch Accommodations
 - Keyboard Adjustment
 - 3D Touch
 - Alternative Input
 - Assistive Touch
- Handsfree
 - Voice Control/Dictation
 - Switch Control
 - Siri
 - Vibration
 - Call Audio Routing
 - Eye Tracking
- Weakness
 - Assistive Touch
 - Back Tap
 - Reachability
 - Shake to Undo