Built-in Accessibility Toolkit: Sensory (iOS)

Sensory Flowchart

Text Description

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

The second level describes sensory-related challenges a person may experience, including differences in tactile processing, vestibular processing, hearing, speech, and vision. In some cases, these challenges are further specified, such as low vision or being hard of hearing.

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 unilateral hearing loss and has difficulty accessing audio content through their phone.

Primary functional area: Sensory
Primary impairment: Auditory differences related to unilateral hearing loss
Built-in iOS support: Mono Audio

Based on the decision tool, a recommended intervention is to collaboratively enable and customize the Mono Audio setting within the iOS operating system to support clearer and more accessible audio input and promote independent device use.

Structured List Version

Sensory
- Vestibular
  - Vertigo
    - Reduce Motion
  - Balance
    - Vehicle Motion Cues
- Tactile
  - Vibration
- Auditory
  - Unilateral Hearing Loss
    - Mono Audio
    - Sound recognition
    - Transcriptions
    - Phone Noice Cancellation
    - Audio Descriptions

- o Deafness
  - Subtitles & Closed Captioning
  - Live Captions
  - Sensory Alerts
  - Real-time Text
  - Noise App
  - LED flash for Alerts
- o Hard of Hearing
  - Hearing Device Pairing
  - Music Haptics
  - Conversation Boost
  - Headphone accommodation
  - Live Listen
  - MFi Hearing Devices
- o Tinnitus
  - Background sounds
  - Sound recognition
  - Live listen
- Speech
  - o Facetime Sign Recognition
  - o Live Speech
  - o Personal Voice
  - o Vocal Shortcuts
  - o Switch Control
  - o Back Tap
- Vision
  - o Visual Field Cuts
    - Magnifier
    - Zoom
    - VoiceOver
  - o Low Vision
    - Text size & bold text
    - Display Accommodations
    - Hover Over & Hover typing
    - Button Shapes
  - o Visual Neglect/Inattention
    - Spoken Content
    - Audio Description

- Diplopia
  - Motion Settings
  - Reduce Motion
  - On/off Labels
- Blindness
  - Face ID & Attention
  - VoiceOver