

# World Usability Day 2024

## *Designing for a Better World* Annual Report



# Designing for a Better World

The theme of “**Designing for a Better World**” manifests in various ways. Architects and urban planners create accessible public spaces with features like ramps and tactile paving. Companies focus on eco-friendly product packaging to minimize waste. Software developers prioritize inclusive design for digital platforms, ensuring usability for diverse users. Community engagement platforms with user-friendly interfaces and multilingual support enhance civic participation. Sustainable transportation solutions integrate eco-friendly vehicles and prioritize pedestrians and cyclists. Educational materials designed for inclusivity cater to diverse learning styles. Green architecture emphasizes energy efficiency and occupant well-being. In all these examples, the emphasis on usability, sustainability, and inclusivity contributes to a more accessible and environmentally conscious world.

## Examples

1. **Accessible Public Spaces:** Architects and urban planners can design public spaces that are not only aesthetically pleasing but also accessible to individuals with disabilities. This includes ramps, elevators, and tactile paving to ensure that everyone, regardless of their physical abilities, can navigate public spaces easily.
2. **Eco-Friendly Product Packaging:** Companies can focus on designing packaging that is not only visually appealing but also environmentally friendly. This could involve using sustainable materials, minimizing packaging waste, and providing clear instructions for proper disposal or recycling.
3. **Inclusive Technology:** Software and app developers can prioritize inclusive design to create digital platforms that cater to a diverse range of users. This may involve features such as customizable interfaces, voice recognition, and text-to-speech options to ensure that individuals with varying abilities can use technology effectively.
4. **Community Engagement Platforms:** Designing community engagement platforms with usability and inclusivity in mind can enhance civic participation. User-friendly interfaces, multilingual support, and accessibility features can encourage a broader and more diverse range of community members to actively participate in discussions and decision-making processes.
5. **Sustainable Transportation Solutions:** Urban transportation systems can be designed with a focus on sustainability and inclusivity. This could include the integration of eco-friendly vehicles, well-planned public transit systems, and infrastructure that considers the needs of pedestrians and cyclists.
6. **Education Materials for All:** Designing educational materials with inclusivity in mind ensures that learning resources are accessible to students with diverse learning styles and abilities. This could involve providing content in various formats, incorporating multimedia elements, and offering alternative formats for those with visual or auditory impairments.
7. **Green Architecture:** Architects can incorporate sustainable and energy-efficient design principles into buildings. This not only reduces the environmental impact but also creates spaces that promote well-being and comfort for the occupants.

**World Usability Day 2024**  
**Designing for a better world...**  
*results are in from across the globe!*



**229**  
*volunteers and organizers*



**62**  
*mentors*



**281**  
*speakers*



**13**  
*countries*

**4,196**  
*participants in person*



**713**  
*participants online*



**What's next?** **Emerging Technologies**  
*World Usability Day 2025* **and Human Experience**

## Volunteer

*Definition: A person who freely offers to take part in an enterprise or undertake a task*

## Organizer

*Definition: A person who arranges something by systematic planning and coordinating, typically an event.*

## Total Volunteers and Organizers: 181

*Recognition to Indiana, Indianapolis for their involvement with student volunteers at their Indiana Chapter of User Experience Professionals Association event.*



*This picture is from the Indiana Chapter of User Experience Professionals Association facebook. This is the recognized Team of the chapter. Missing from the picture are Mike and Shruthie Ramasamy.*

## Mentors

*Definition: to advice or train a colleague*

**Total Mentors: 58**

*Recognition to Boston, Massachusetts, United States for the most mentors at their Boston UXPA event UX Fair. 40+ mentors participated.*



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Senior designers and individuals in the industry provided their insight on junior designer's portfolios or provided advice to individuals new to user experience.

## Featured Speakers

*Definition: A person who gave a presentation at the event*

Total Speakers 187

*Recognition to Stockholm, Sweden for the most featured speakers at their STHLM Xperience Conference. 28 speakers participated.*



## New Event Location

*Definition: A place where a gathering is held.*

*Recognition to organizers in Nigeria, Africa for hosting their first World Usability Day event.*

*700 people participated in person.*



©World Usability Day Africa

# Participants

*Definition: A person who takes part in something.*

**Total In person participants 4245**

*Recognition to Munich, Germany for the most in person participants at their World Usability Day München 2024 event. 1000 people participated.*



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# Participants

*Definition: A person who takes part in something.*

Total online participants 490

*Recognition to Tashkent ,Uzbekistan for the most participants online at their World Usability Day Tashkent 2024 event. 300 people participated online.*



©IT Community of Uzbekistan

## ***What's next?*** World Usability Day 2025

As of January 30, 2025, 12 organizations committed to World Usability Day 2025. Participation happens worldwide, across 195 countries. [Will you be next?](#)

### Theme for 2025

## **Emerging Technologies and Human Experience**

Emerging technologies such as AI, augmented reality, and immersive interfaces are reshaping user interactions. To ensure these advancements benefit users, we must prioritize privacy, build trust, and maintain human-centered design principles throughout their development and implementation.

