

# ASSISTIVE TECHNOLOGY ACROSS EMERGING MARKETS

## ASSISTIVE TECH TAXONOMY

- Mobility**

Devices that support or enhance body functions such as balance, navigation, daily life activities and being independent.
- Tactile Design**

Consists of surfaces manufactured with materials or elements that enable users to use the sense of touch to interact with any device or interface.
- Cognition**

Electronic and non-electronic devices that support and/or enhance thinking, memory, sensory processing and emotional processing.
- Vision**

Devices that replace vision loss, enhance impaired vision or enhance vision.
- Screening & Diagnostics Services**

Apps, software and devices that help to identify impairments that can be disabling so that AT or medical interventions can be prescribed.
- Hearing**

Devices providing a way for communication that enables social connection, via text to speech, text, symbols, or a combination.
- Prosthetics & Orthotics**

Prostheses are devices that replace a lost limb. Orthoses provide support and stability to any part of the body.
- Navigation**

Hardware and software that interprets the built environment to help people navigate using audio, physical and/or visual feedback.
- Communication**

Devices providing a way for communication that enables social connection, via text to speech, text, symbols or a combination.
- Education**

Tools and software that help people in education systems to participate in learning.
- Computers, Tablets & Mobile Devices**

Modified or alternative keyboards, special software, input and output devices specifically designed to assist in the use of computer.
- Finance**

Apps, websites and software that are designed to help people manage their finances, and be supported by financial systems and institutions.
- Digital Therapy**

Digital solutions for accessing therapeutic services.
- Sign Language Systems**

Sign language tools and solutions that help people with hearing impairments/ deafness to communicate.
- Inclusive Employment**

Platforms that facilitate access to employment for people with disabilities.
- Travel**

Platforms that facilitate access to disability-friendly travel opportunities.
- Self Care**

Assistive tools and devices that compensate for impairments and functional limitations and enable a safer performance of self-care needs.
- Built Environment**

Buildings and spaces that are designed in a way that enables people with disabilities to participate in and navigate those environments.
- Others**

Organisations and platforms that promote and support a more disability inclusive world.

WEB-BASED ACCESSIBLE MAP & TABLE  
<https://at2030.org/at-innovators/map>

