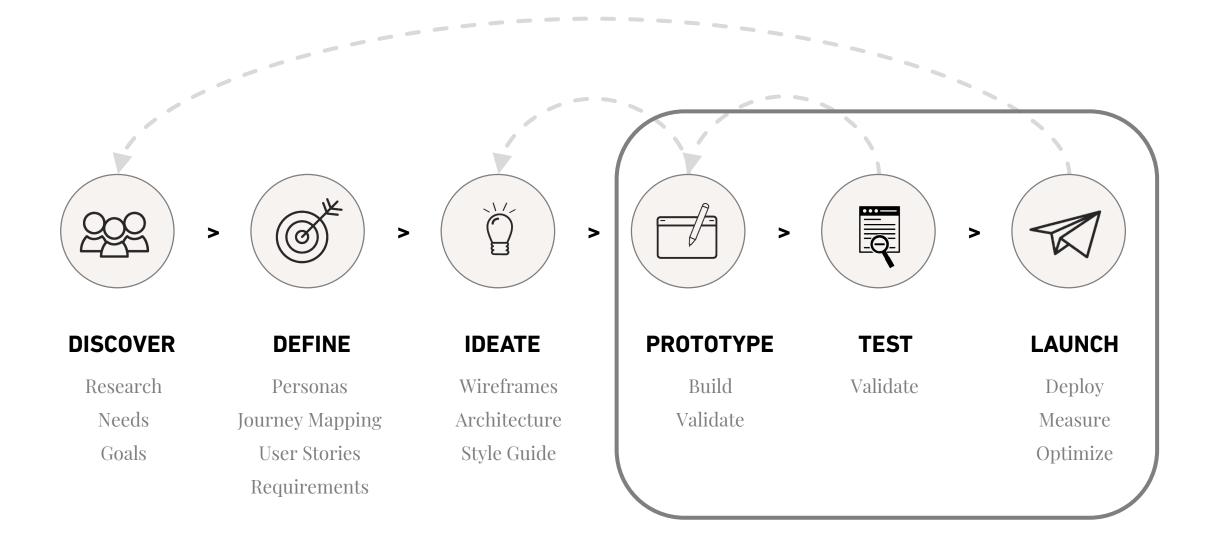


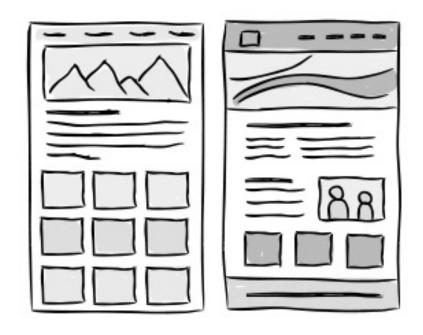


PRIMER

Designer's ally Responsibility







Wireframes or mockups are literally only visual representations of webpages or apps



PROBLEM STATEMENT

Accessibility specifications are not captured clearly or in a way that others can easily act upon them.







>







>



Research

DISCOVER

Needs

Goals

DEFINE

Personas

Journey Mapping

User Stories

Requirements

IDEATE

Wireframes Architecture Style Guide

Accessibility Specs

PROTOTYPE

Build Validate

TEST

Validate

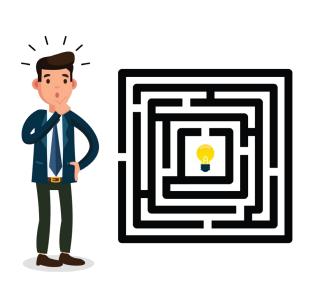
LAUNCH

Deploy

Measure

Optimize

WHY DON'T DESIGNERS FACTOR IN ACCESSIBILITY?



"Intimidating"



"Hard"



"Not my job"

Source: Elle Waters, Simply Accessible

AGENDA

"Mockup": TELUS Digital Homepage

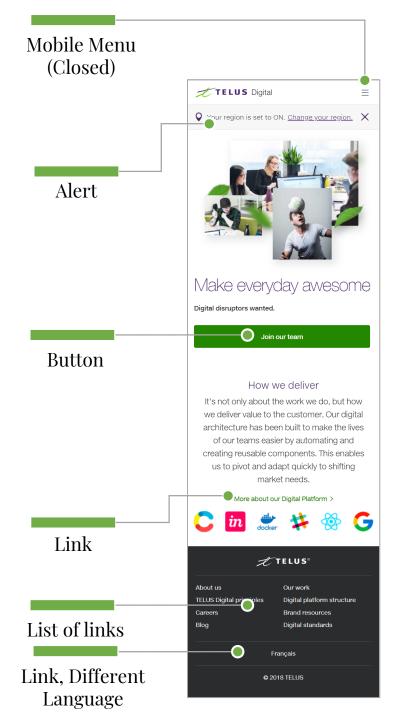
Make it consistent

O3 Annotate! Annotate! Annotate!

04 Key Takeaways

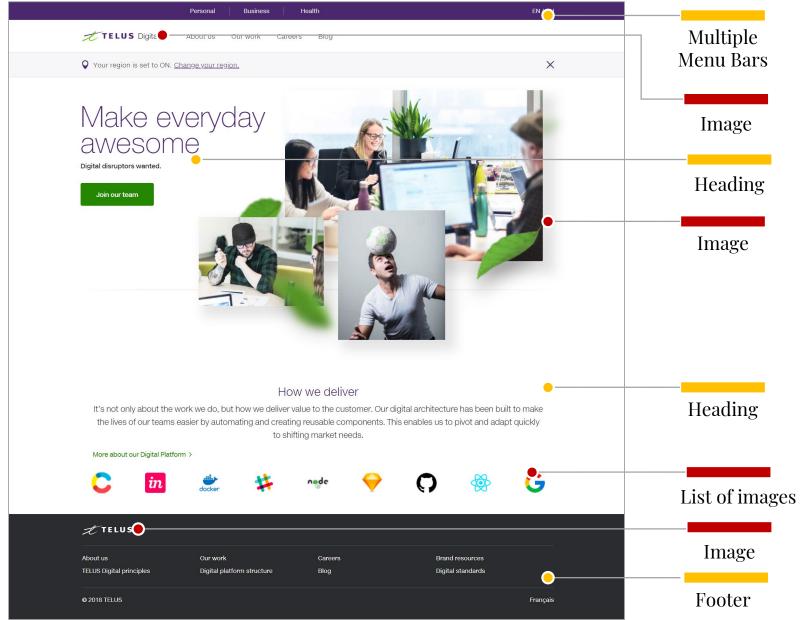
CHAPTER 1

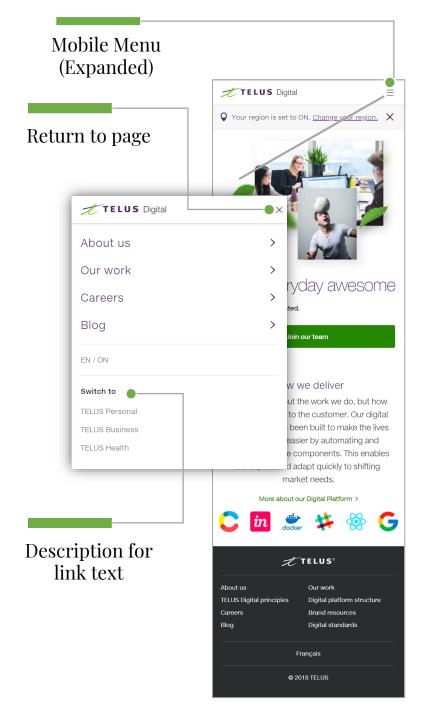
High Fidelity Mockup



DESIGNER'S A11Y RESPONSIBILITY |

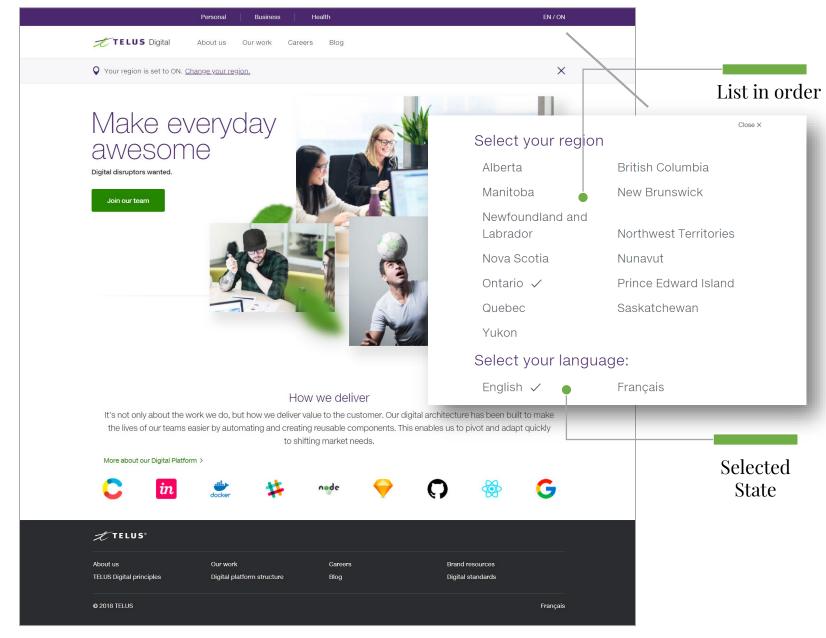






DESIGNER'S A11Y RESPONSIBILITY | >





HALA

GOAL

Ensure your interface provides a *comparable experience* for all so people can accomplish tasks in a way that suits their needs without undermining the quality of the content.

CHAPTER 3

Make it consistent

COLOR

Use multiple visual cues to convey information. Do not rely on color alone to indicate an action.

SPECIAL CONSIDERATION

Links

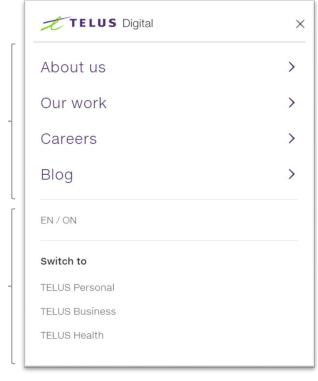
DESIGNER'S A11Y RESPONSIBILITY |



Forgot Password







CONTRAST

Use sufficient contrast for users with low vision or those accessing the information outdoors. In terms of foreground to background color, the contrast ratio should be *at least*:

4.5:1 for **normal** text

3:1 for **bold** text with font size ≥14

3:1 for **large** text with font size \geq 18





Minimal contrast ratio: 4.5

Fail

5.25 Grey on Black







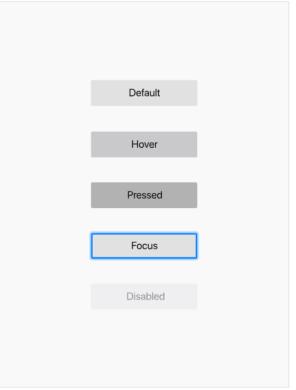
Shopify Polaris Design System

VISIBLE FOCUS STATES

Visual outlines which indicate where the user currently is while navigating through the page.

DESIGNER'S A11Y RESPONSIBILITY





Default Background: Grey 90 a10 rgba(12, 12, 13, 0.1)

Hover Background: Grey 90 a20 rgba(12, 12, 13, 0.2)

Pressed Background: Grey 90 a30 rgba(12, 12, 13, 0.3)

Focus: box-shadow: 0 0 0 1px #0a84ff inset, 0 0 0 1px #0a84ff, 0 0 0 4px rgba(10, 132, 255, 0.3)

Disabled: 40% Opacity

Mozilla Photon Design System

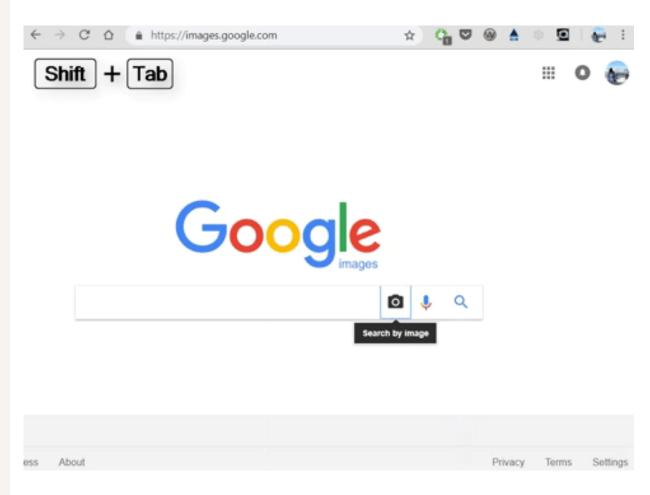
VISIBLE FOCUS STATES

SPECIAL CONSIDERATION

Replace the native browser style with a custom style such that the focus indicators:

- 1. Are consistent across browsers.
- 2. Maintain sufficient color contrast with your brand colors. For example: Chrome's default blue focus color may not be distinguishable from blue buttons.

DESIGNER'S A11Y RESPONSIBILITY | > HALATHINKETHS





CHAPTER 3

Annotate! Annotate! Annotate!



STRUCTURE

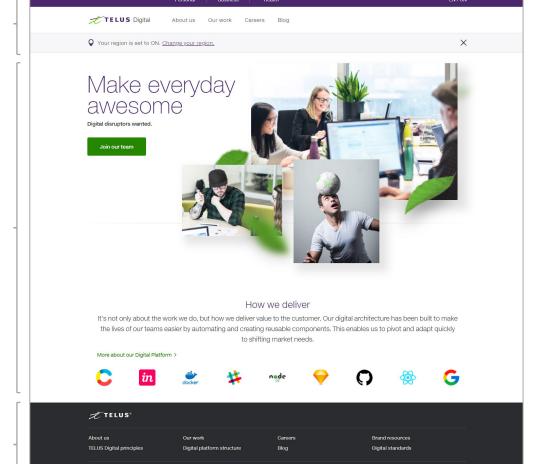
"Business" Navigation
"TELUS Digital" Navigation
Header

Identify groups of elements in wireframes, which will allow screen reader users to quickly jump to a section using landmarks or aria-roles:

- Header
- Navigation
- Main Body
- Footer
- Search
- Form

SPECIAL CONSIDERATION

Label multiple navigation menus, e.g. "Breadcrumbs", "Pagination"



Main

Footer

HEADING LEVELS

Separate sections of information on a page, following a meaningful hierarchy.

Heading Level 1 <h1>

Heading Level 2 <h2>

Heading Level 3 <h3>

Heading Level 2 <h2>



DESIGNER'S A11Y RESPONSIBILITY





FOCUS ORDER

The tabbing or reading order in which the user interacts with the interface.

Starting top-left, going top to bottom & left to right is logical and expected in English.

SPECIAL CONSIDERATION

After interacting with a button, where should the focus go after *opening / closing* modals?

For elements such as Advanced Search options or Tooltips, should we circulate the focus inside the element or continue on down the page?

DESIGNER'S A11Y RESPONSIBILITY





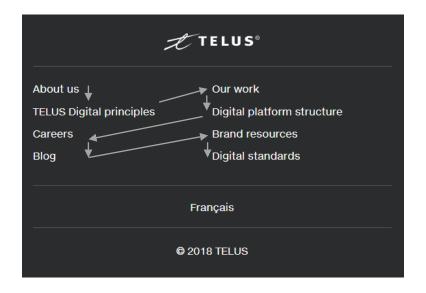
DESIGNER'S A11Y RESPONSIBILITY

SPECIAL CONSIDERATION

Identify elements that should be skipped on tabbing and/or hidden from screen readers.

Elements should continue to follow logical order in responsive design.





CONTENT

Link and button text should make sense out of context.

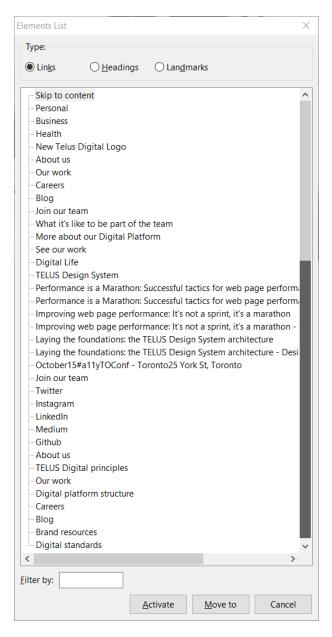
E.g. 'Download the full report in PDF' instead of 'Click here'

Elements List from NVDA

(Shortcut keys: CAPS LOCK + F₇)

DESIGNER'S A11Y RESPONSIBILITY





No: Continue.	Yes: • and the text is also present as real text nearby. → Use an empty alt attribute. See Decorative Images. • and the text is only shown for visual effects. → Use an empty alt attribute. See Decorative Images.
	 and the text has a specific function, for example is an icon. Use the alt attribute to communicate the function of the image. See Functional Images.
	 and the text in the image is not present otherwise. Use the alt attribute to include the text of the image. See Images of Text.
_	n a link or a button, and would it be hard or impossible to understand what th does, if the image wasn't there?
No: Continue.	Yes: Use the alt attribute to communicate the destination of the link or action taken. See Functional Images.
Does the image cor	ntribute meaning to the current page or context?
No:	Yes:
Continue.	 and it's a simple graphic or photograph. Use a brief description of the image in a way that conveys that meaning in the alt attribute. See Informative Images.
Continue.	Use a brief description of the image in a way that conveys that meaning
Continue.	 Use a brief description of the image in a way that conveys that meaning in the alt attribute. See <u>Informative Images</u>. and it's a graph or complex piece of information. Include the information contained in the image elsewhere on the page
	 Use a brief description of the image in a way that conveys that meaning in the alt attribute. See Informative Images. and it's a graph or complex piece of information. Include the information contained in the image elsewhere on the page See Complex Images. and it shows content that is redundant to real text nearby.

Yes

Continue. → Use an empty alt attribute. See Decorative Images.

Is the image's use not listed above or it's unclear what alt text to provide?

This decision tree **does not** cover all cases. For detailed information on the provision of text alternatives refer to the Image Concepts Page.

DESIGNER'S A11Y RESPONSIBILITY

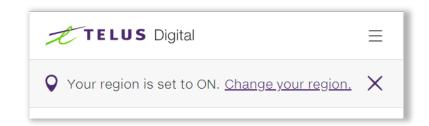


ALT TEXT

Verbal description of any meaningful images, icons, and buttons.

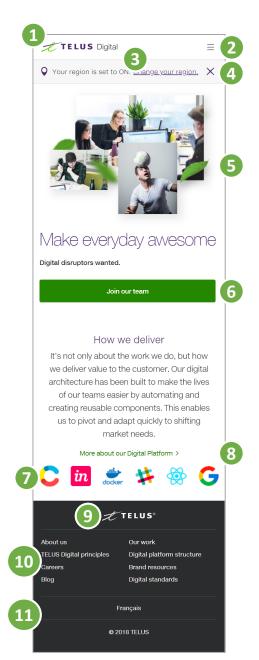
Helps those using screen readers or with images disabled (to preserve data usage) to participate in the full experience.

Alt Decision Tree from W₃C



ARIA	Description	Value	
DescribedBy	Associate additional / secondary information to an element	Points to another element on the page	
		(e.g. text hint in a tooltip or an error message)	
Label	Override the label of an element with a string	String	
LabelledBy	Override the label of an element with visibly present text	Points to a label on the page	
Expanded	Capture whether the element is currently expanded	True (Expanded) or False (Collapsed)	
HasPopup	Inform the user whether the element has a popup context menu or sub-level menu	True or False	
Hidden	Hide the element from the screen reader	True or False	
Sort	Capture the current sorting order for items in a table or grid	Ascending, Descending, or None	

See also <u>WAI-ARIA Cheat Sheet</u> by Karl Groves

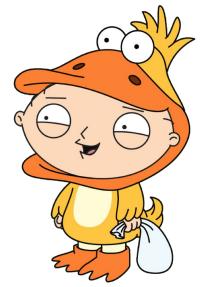


ID	Image/Text	Role	Properties	States
1	**TELUS Digital	Image / Link	Alt = "TELUS Digital home"	
2		Button	Alt = "Mobile Menu" Contains unordered list of link items	Expanded = true/false
3	Change your region	Link	Describedby = ID for 'Your region is set to ON.' Haspopup=true	
4	×	Button	Alt text = "Close Region Alert"	
5		Image	Alt = "Small team working together. Man thinking. Man playing soccer."	
6	Join our team	Button	Describedby = ID for 'Digital disruptors wanted.'	
7	in docker	List of images	Unordered list with images as list items Alt = "Invision Logo", "Docker Logo"	
8	More about our digital platform >	Link	Chevron is hidden from screen reader	
9	**TELUS**	Image / Link	Alt = "TELUS home"	



If ever in doubt, ask the developer to use *semantic* HTML structures

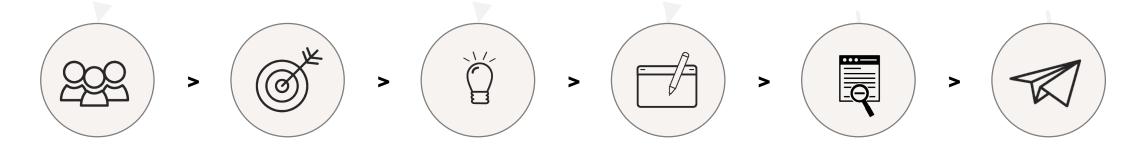
e.g. <button> for buttons instead of <a> links which look like buttons



CHAPTER 4

Key Takeaways

Accessibility is a team effort which starts with the designers.



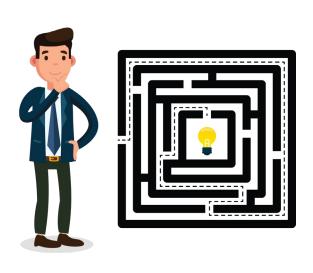
DISCOVER	DEFINE	IDEATE	PROTOTYPE	TEST	LAUNCH
Research	Personas	Wireframes	Build	Validate	Deploy
Needs	Journey Mapping	Architecture	Validate		Measure
Goals	User Stories	Style Guide			Optimize

Accessibility Specs

Requirements



WHY DON'T DESIGNERS FACTOR IN ACCESSIBILITY?



"Intimidating"





Source: Elle Waters, Simply Accessible



Thank You!





@halathinkeths



hello@halaanwar.com

When UX doesn't consider = ALL USERS = shouldn't it be known as SUX?
some User Experience or...

沙沙

- athebillygregory