Live. Learn. Access

Intro to Accessibility

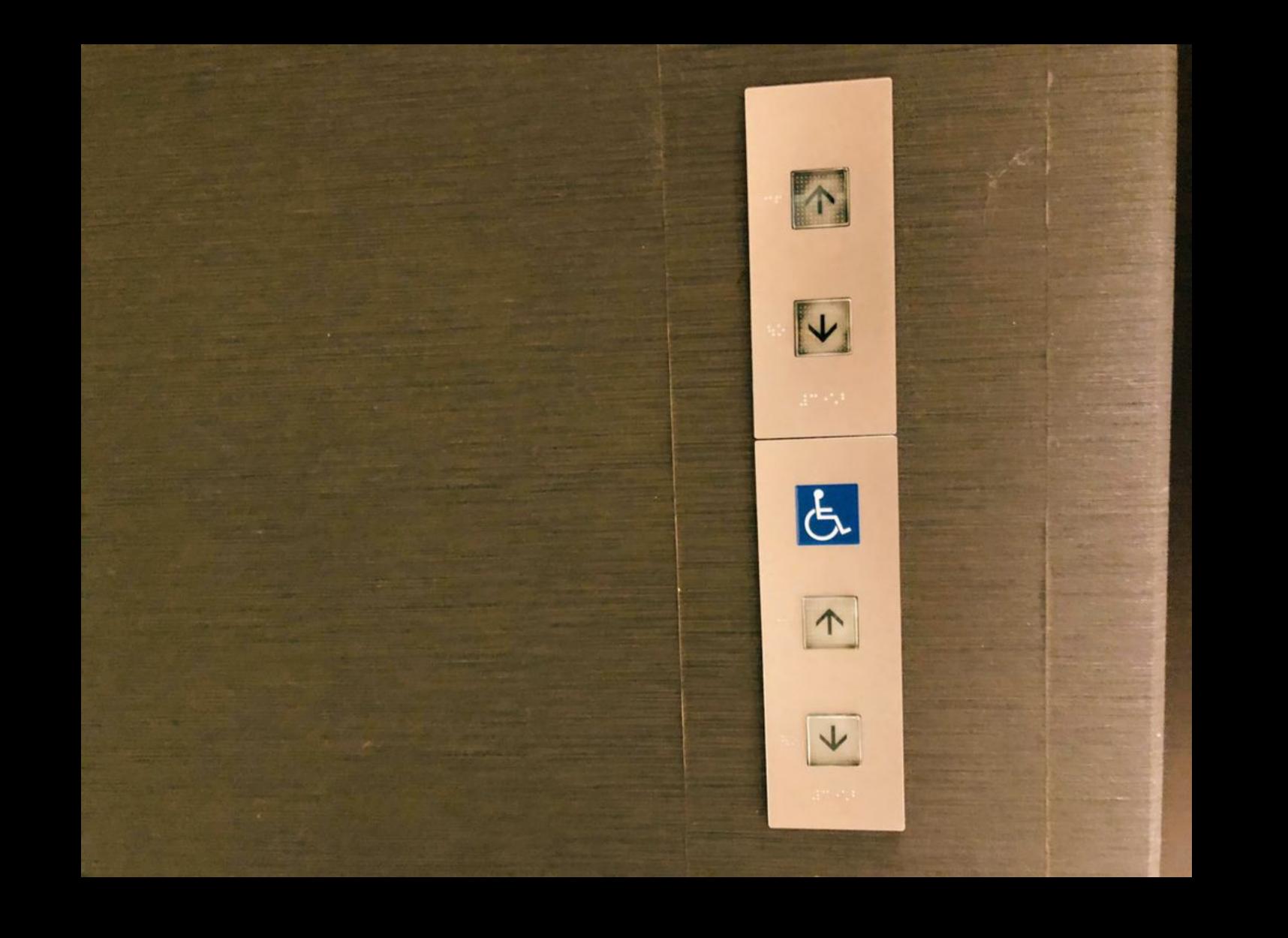
What is accessibility?

Why is important?

How designers should approach it?

What is accessibility?

Accessibility refers to the "ability to access" to any product, device, service, or environment by everyone









Universal Design

aka Inclusive Design

Refers to designing a product that's usable by everyone.

Here's an open secret...

Everyone benefits when things are designed accessibly.

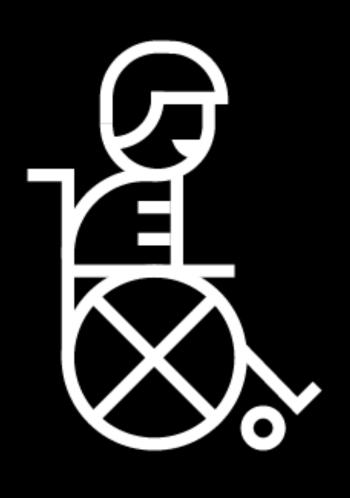


The Persona Spectrum

Permanent

Temporary

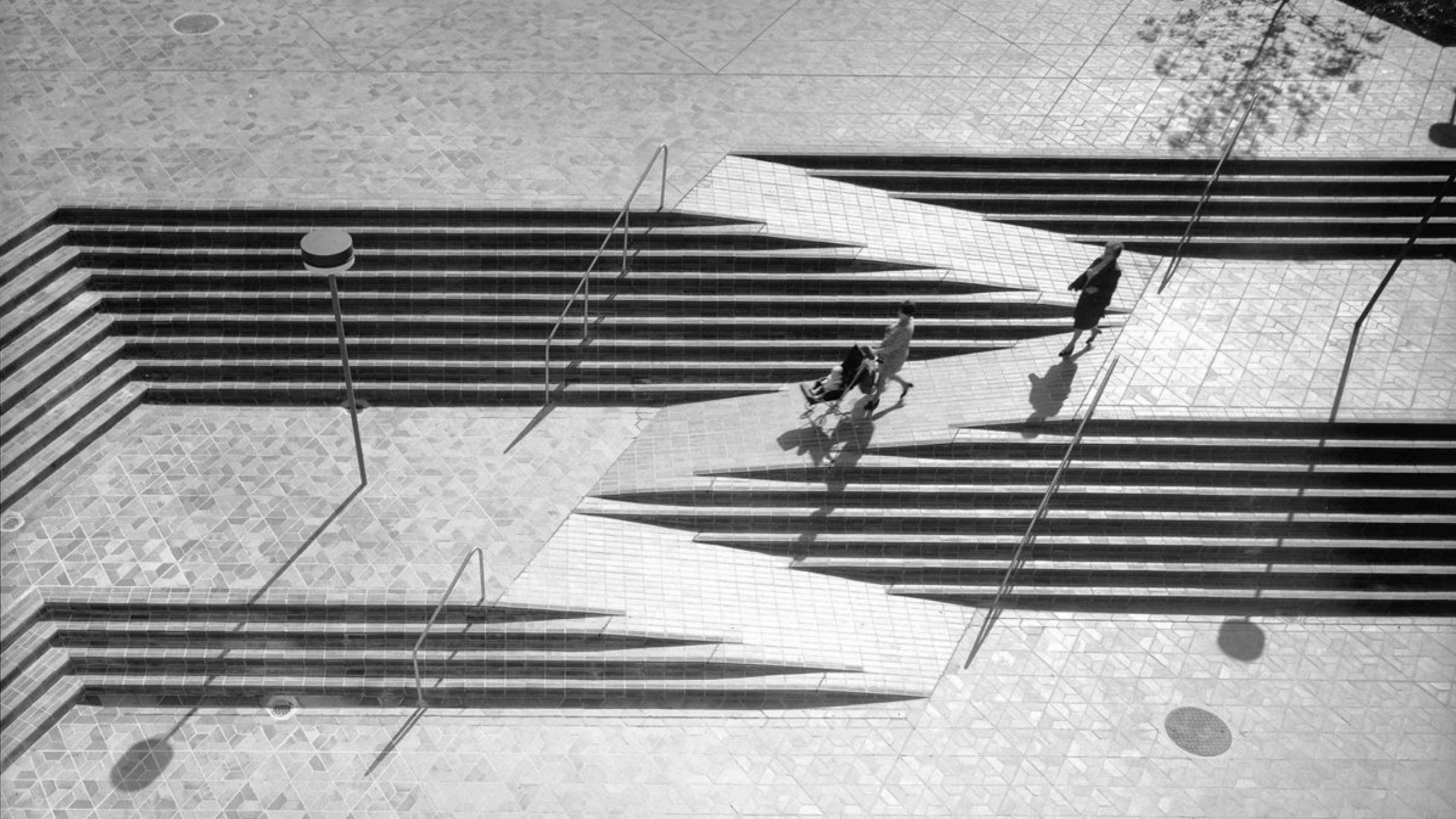
Situational



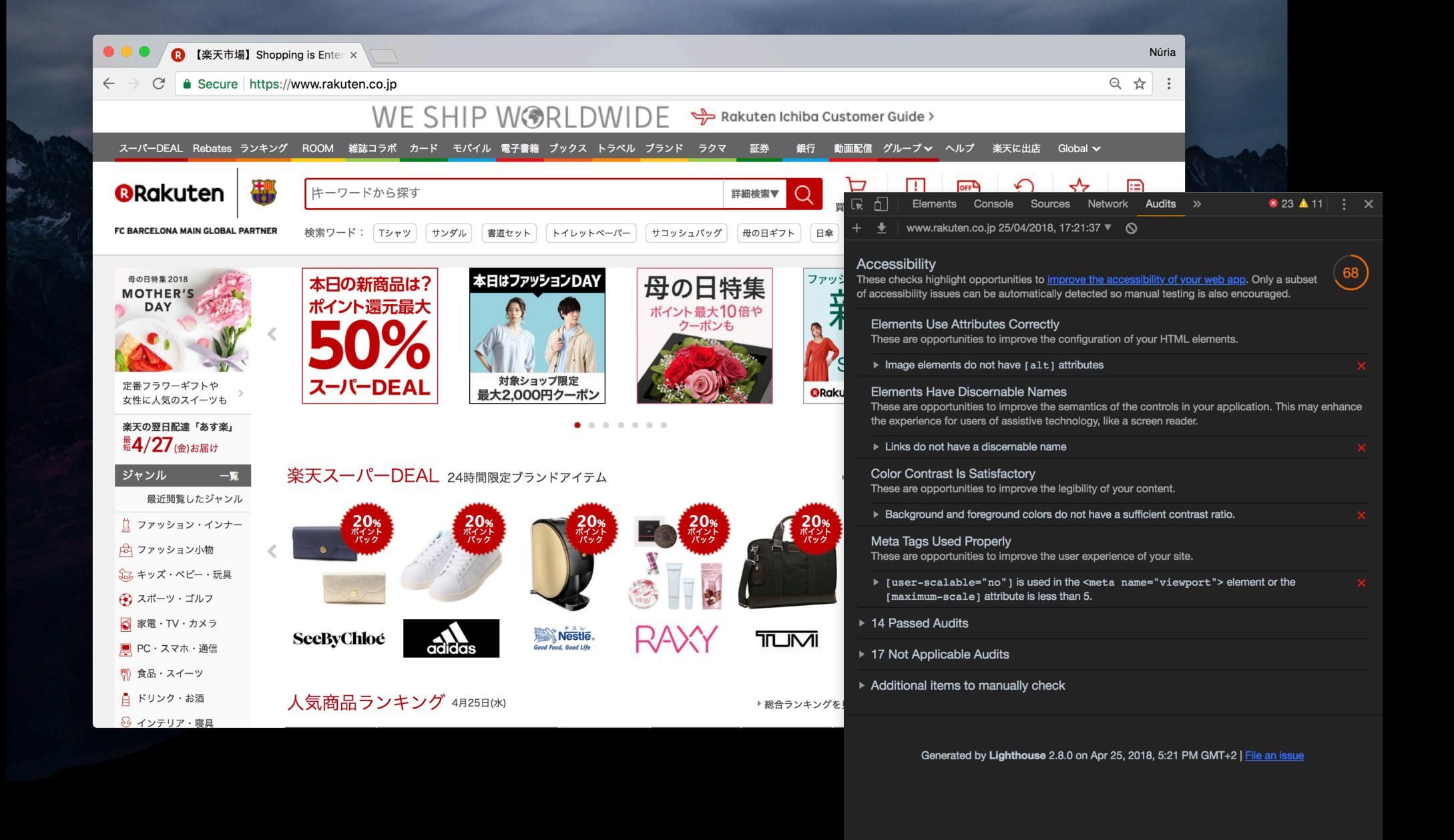
Wheelchair

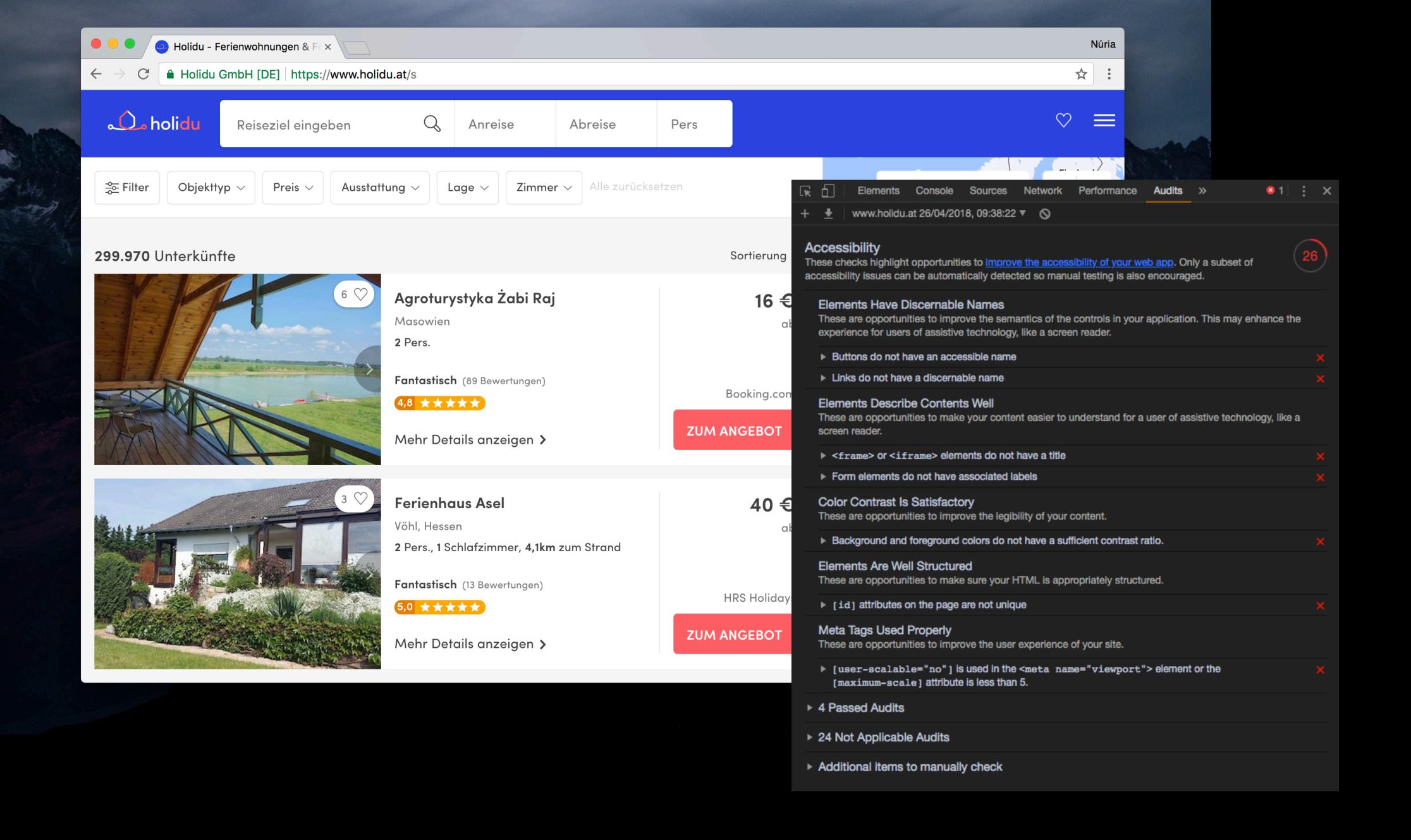






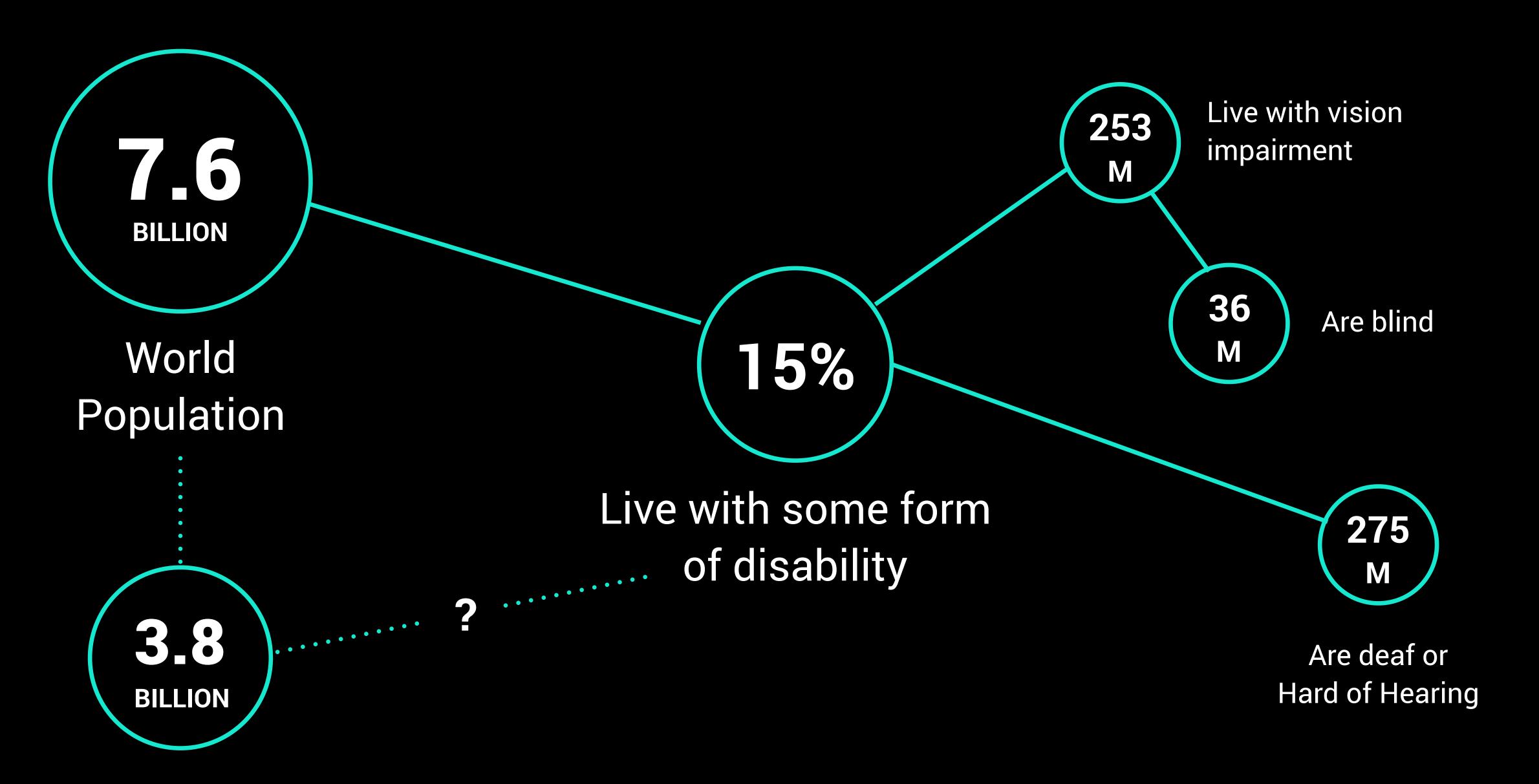
But what happens online?





EXCUSE

"People with disabilities don't really use the web"



Global Internet Usage (~40%)

Stats: World Health Organisation Report

Our audience is often more diverse than we imagine.

Web Accessibility means creating digital products that are available to as many people as possible everyone.

Empathy enable us to design more kindly.

Cerebral Palsy

Blindness Low Vision Acoustic trauma Asperger's

Essential Tremor Astigmatism Global Developmental Delay Alzheimer's

Glaucoma Colour-Blindness Arthritis Deafness

Autism Presbycusis ADHD Presbycusis Otosclerosis

Hard of Hearing (HoH) Spina Bifida Acoustic trauma Parkinsons

Muscular Dystrophy Down's Syndrome Epilepsy

Dyslexia Multiple Sclerosis Myopia

Albinism Obstructed Vision

Dyspraxia Visual agnosia Dyscalculia

Auditory Processing Disorder (APD)

Visual

Blindness, Low Vision, Colour Blindness, Cataracts, Glaucoma, Myopia, Astigmatism, Albinism, Visual Agnosia, Obstructed Vision (tunnel, patchy, warped)

GOAL

Make it easy to **read**

Motor 🖑

Arthritis, Spina Bifida, Cerebral Palsy, Dyspraxia, Multiple Sclerosis, Muscular Dystrophy, Parkinson's...

GOAL

Make it easy to **interact**

Auditory \Im

Deafness, Hard of Hearing (HoH), Presbycusis, Auditory Processing Disorder (APD), Acoustic Trauma, Otosclerosis...

GOAL

Make it easy to hear

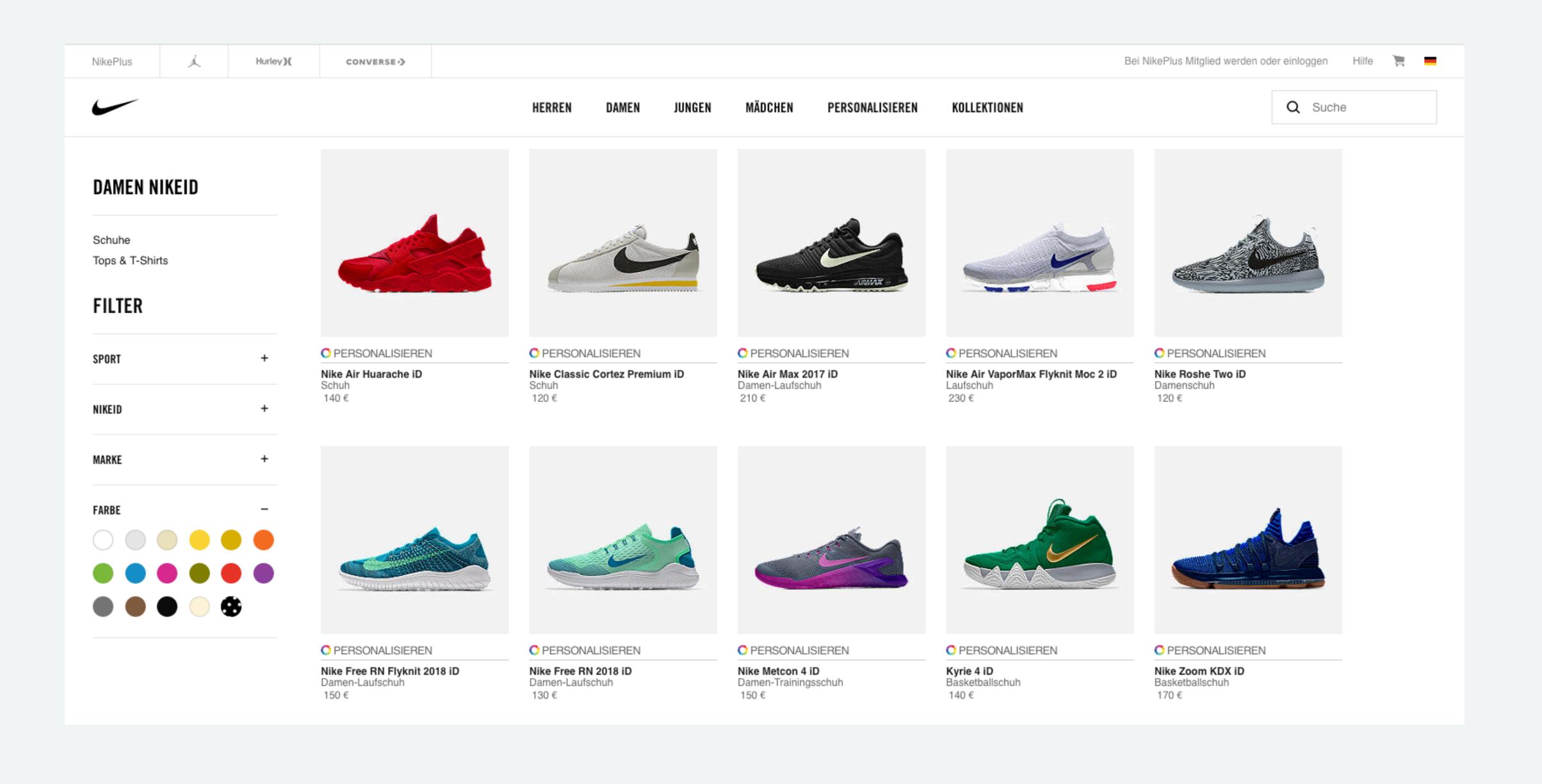
Cognitive

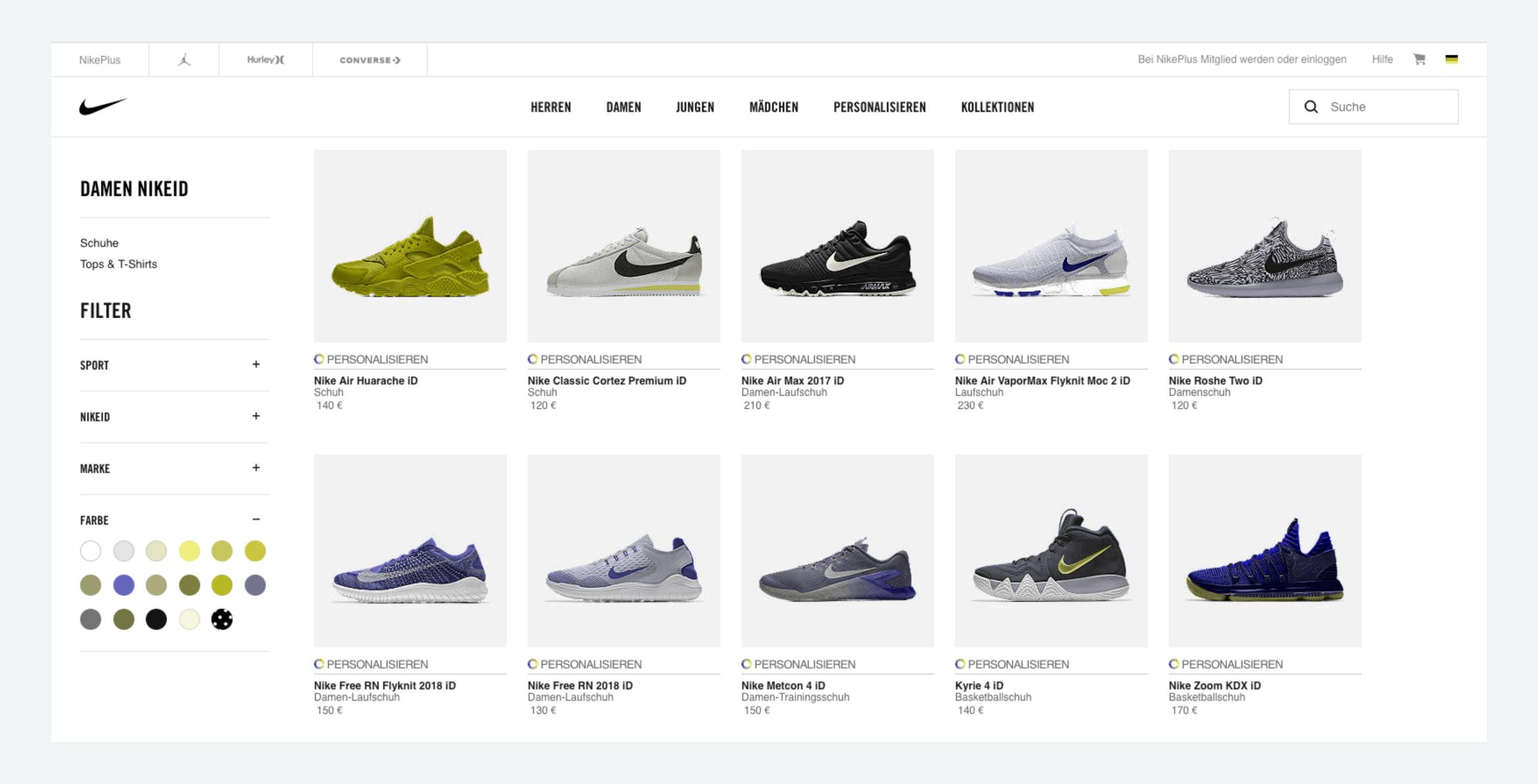
Down's Syndrome, Asperger's, ADHD, Autism, Essential Tremor, Dyslexia, Global Developmental Delay, Dyscalculia, Epilepsy, Alzheimer's...

GOAL

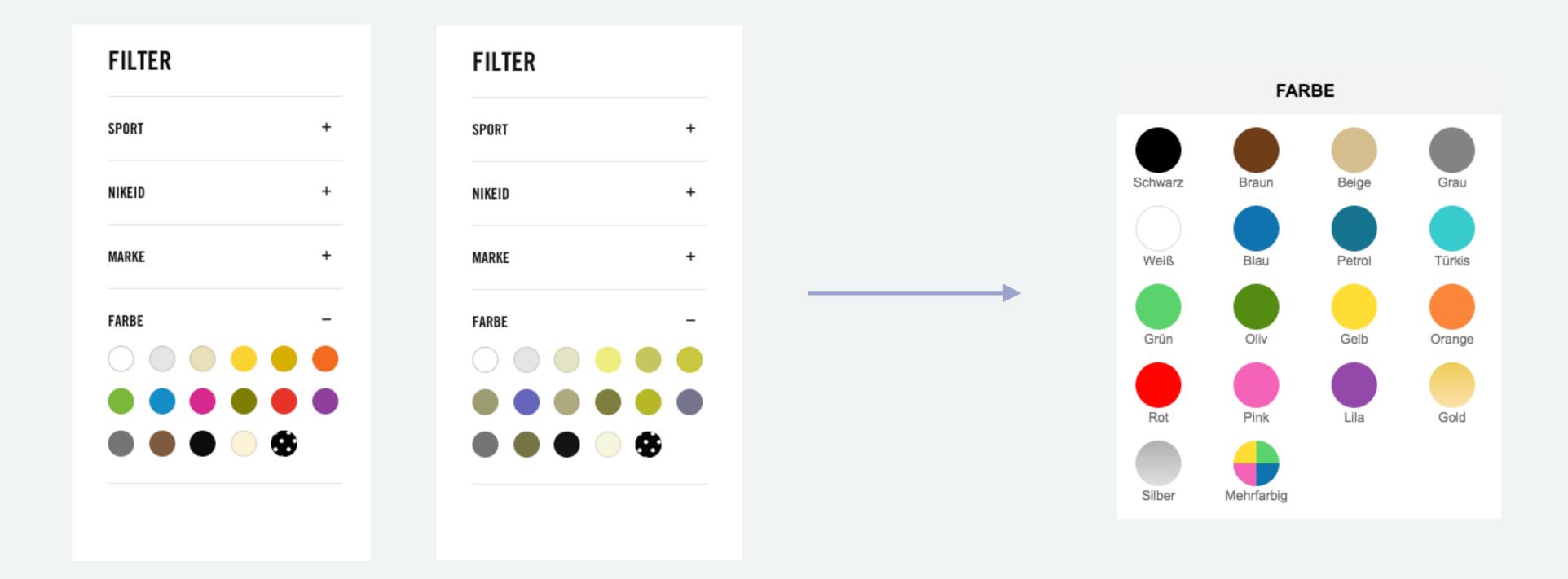
Make it easy to understand

Visual

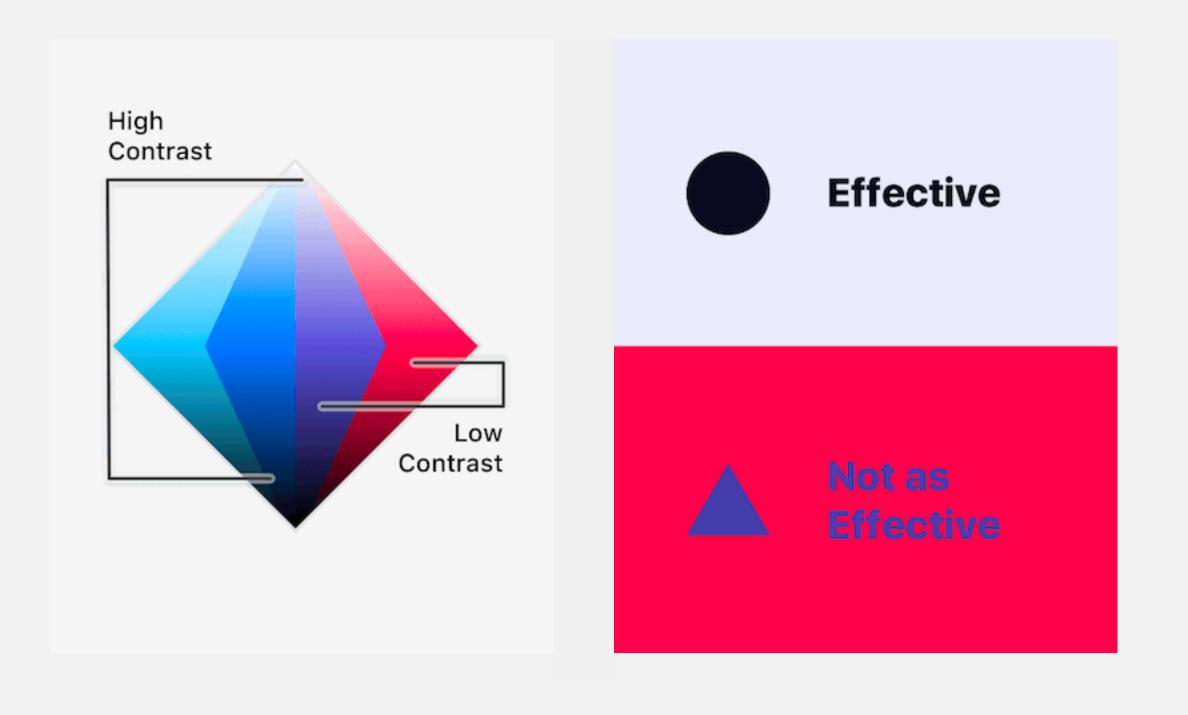




Colour blindness is one of the most common vision deficiencies. It affects about **4.5% of the world's entire population**



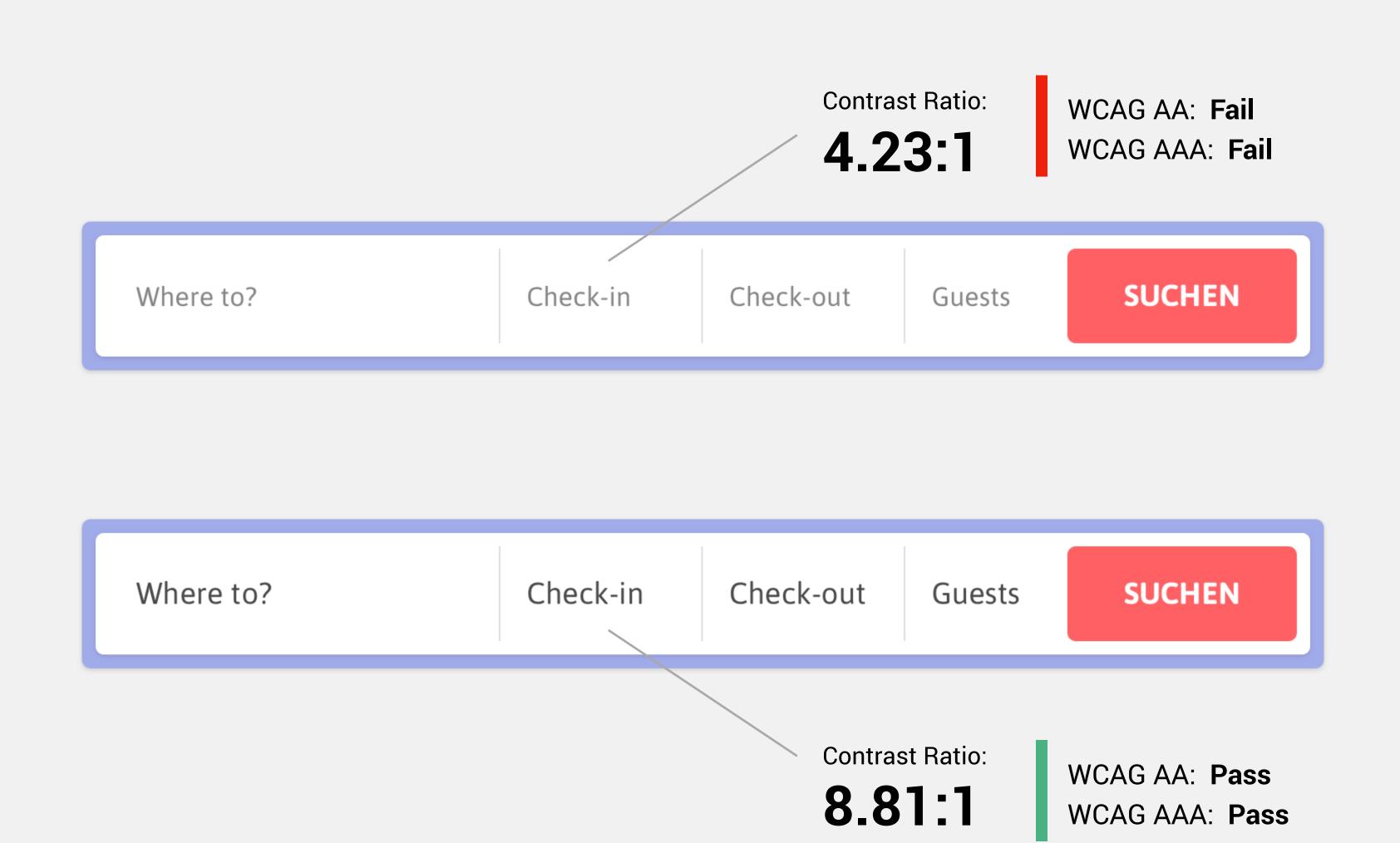
Do not depend on colour.

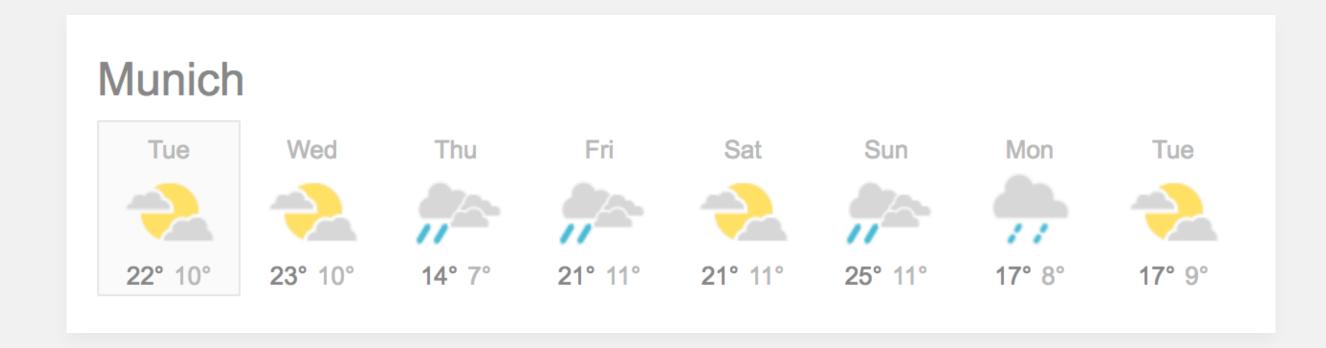


provide high contrast

Ensure sufficient contrast between text and its background.

According to **WCAG** the contrast ratio between text and a text's background should be at least **4.5:1**





Screen Reader:

Google Weather

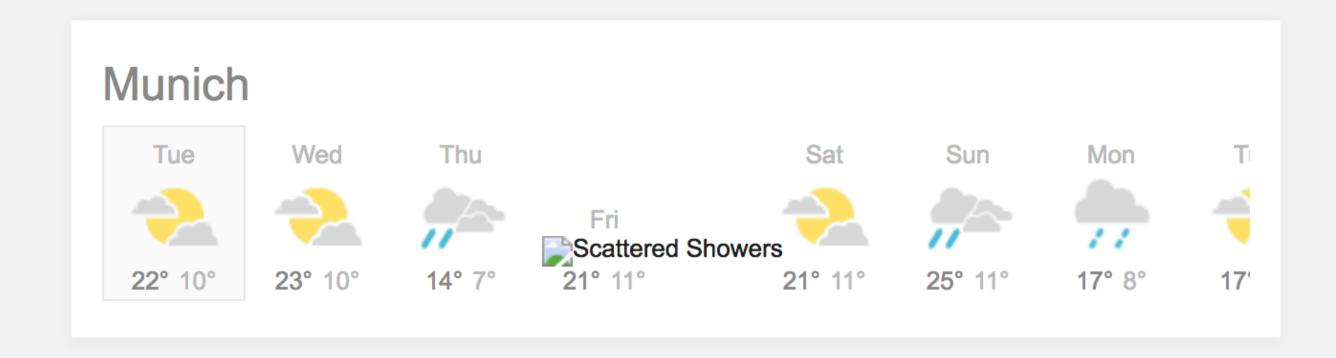
Munich

Tuesday

Image

22°

10°



Screen Reader:

Google Weather

Munich

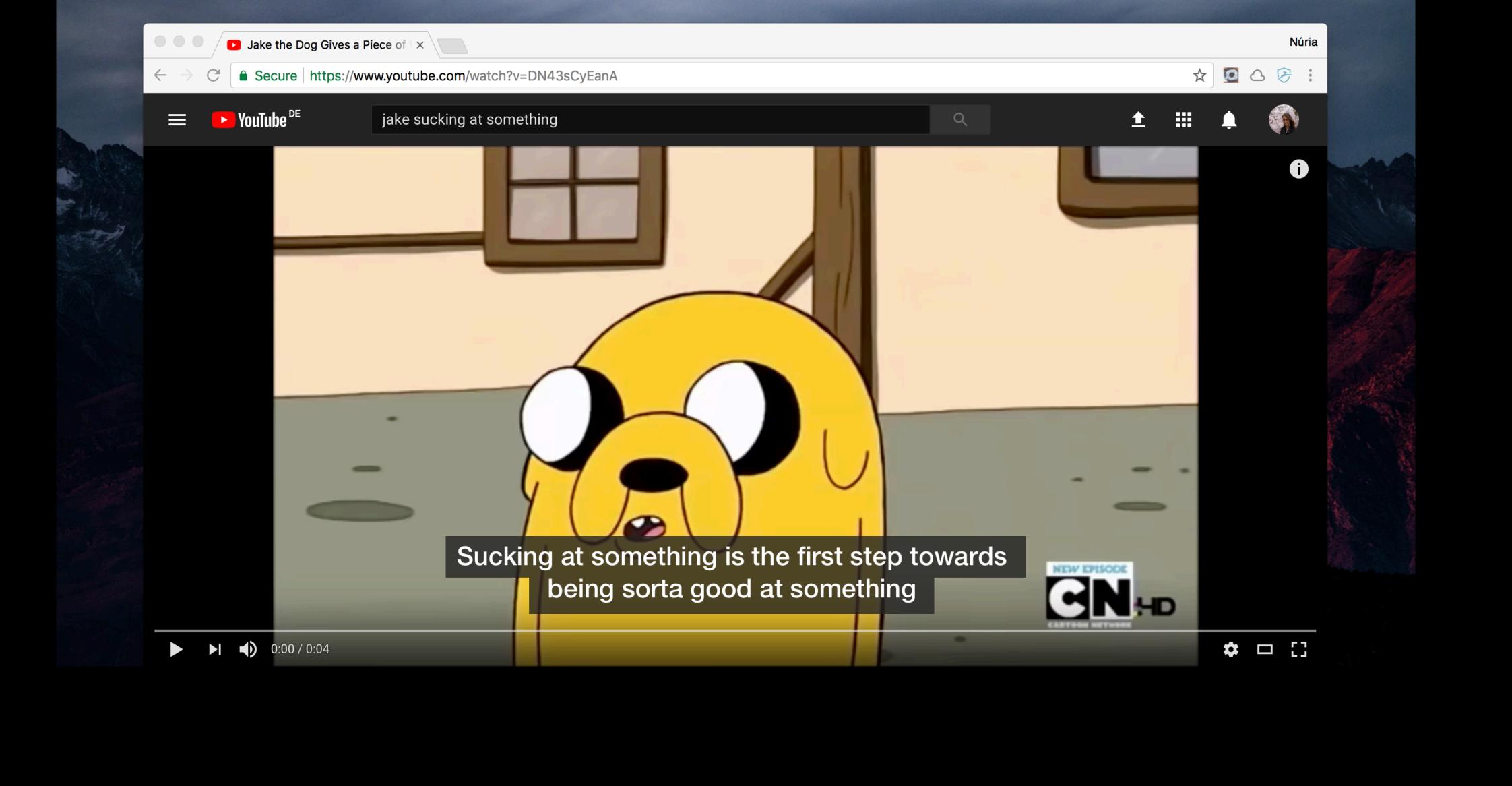
Friday

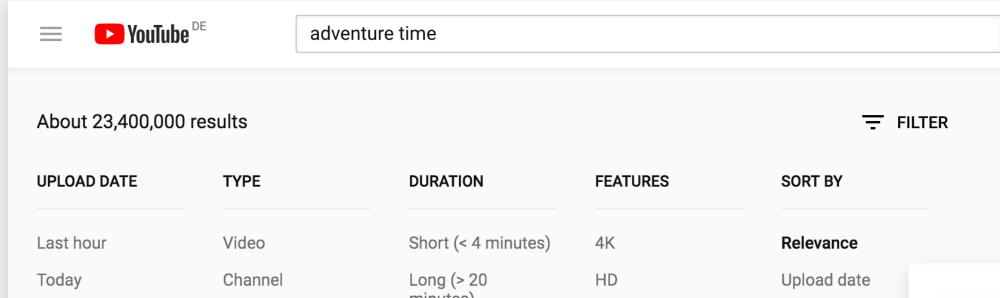
Scattered Showers

22°

10°

Auditory





This week

This month

This year

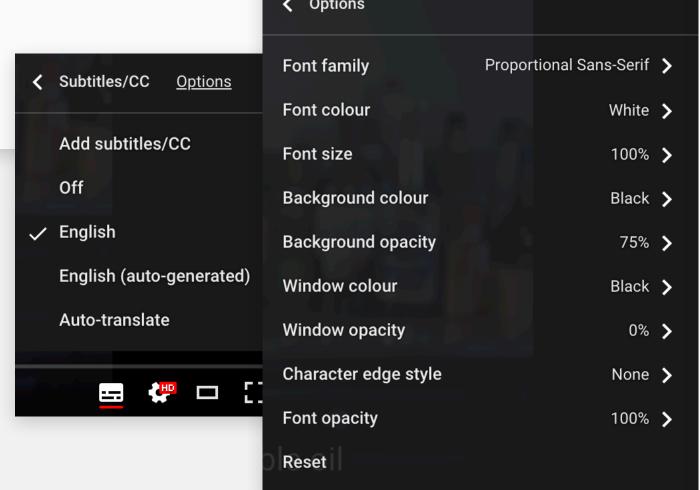
Playlist HDR View count

Film Subtitles/CC Rating

Programme Creative Commons

3D

Coptions





LIVE | Healthy Digital Nomad Life

451 watching now











ROCKY NASH LIVE

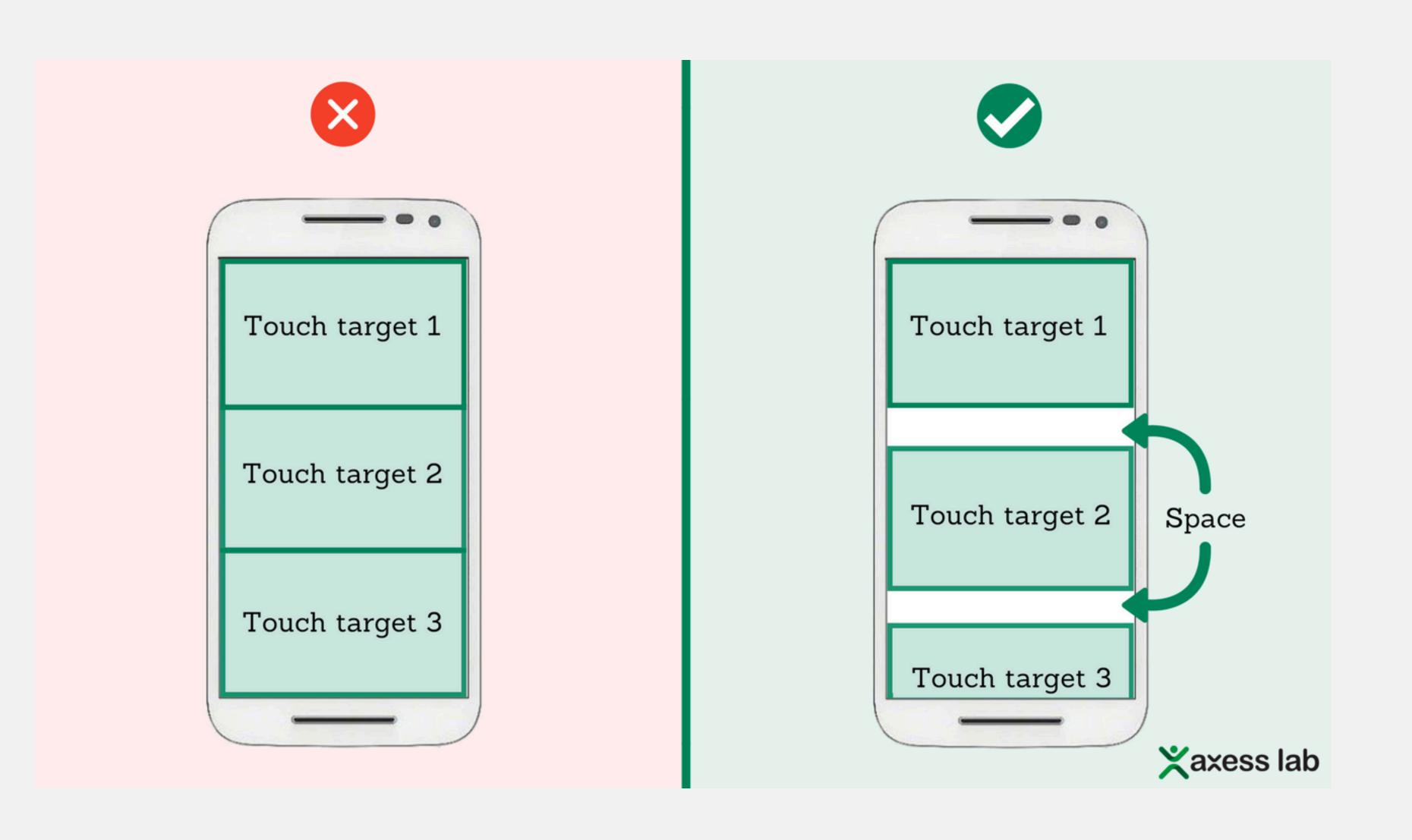
Started streaming 10 minutes ago

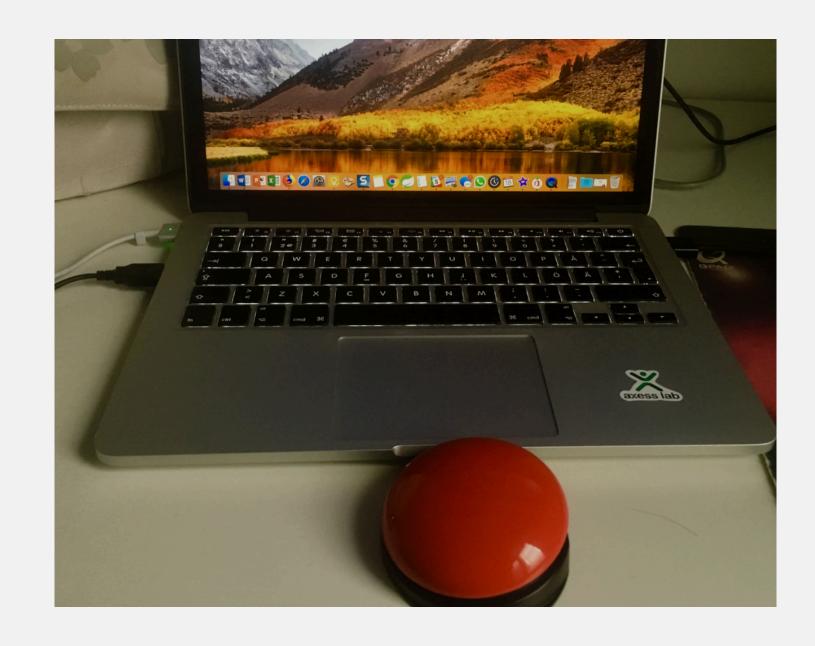
SUBSCRIBE 346

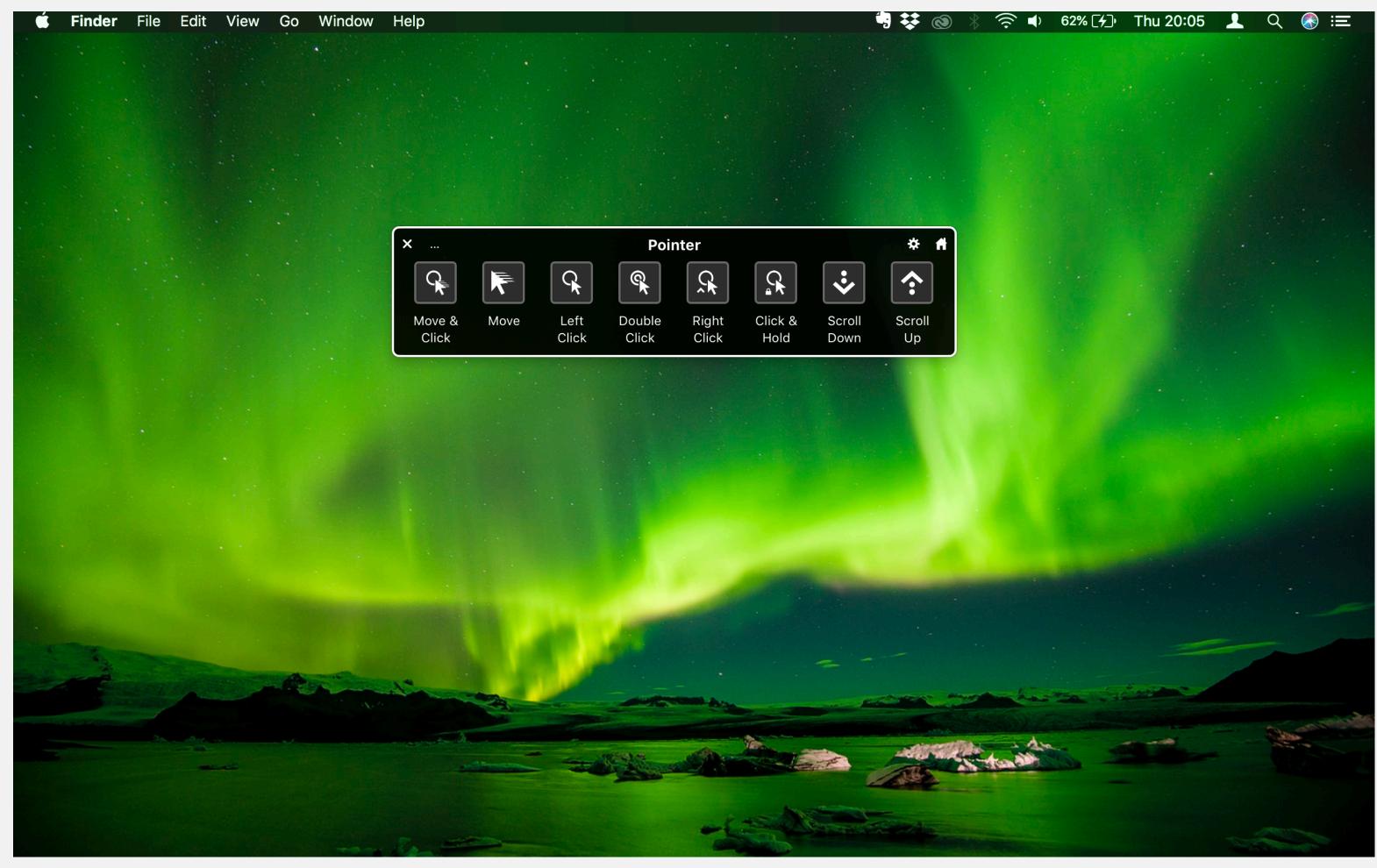
Rocky Nash is a Livestream Travel Host who creates interactive lifestyle broadcasts where you can participate as a real-time viewer. Turn on notifications to catch her 360 video tours!

Motor





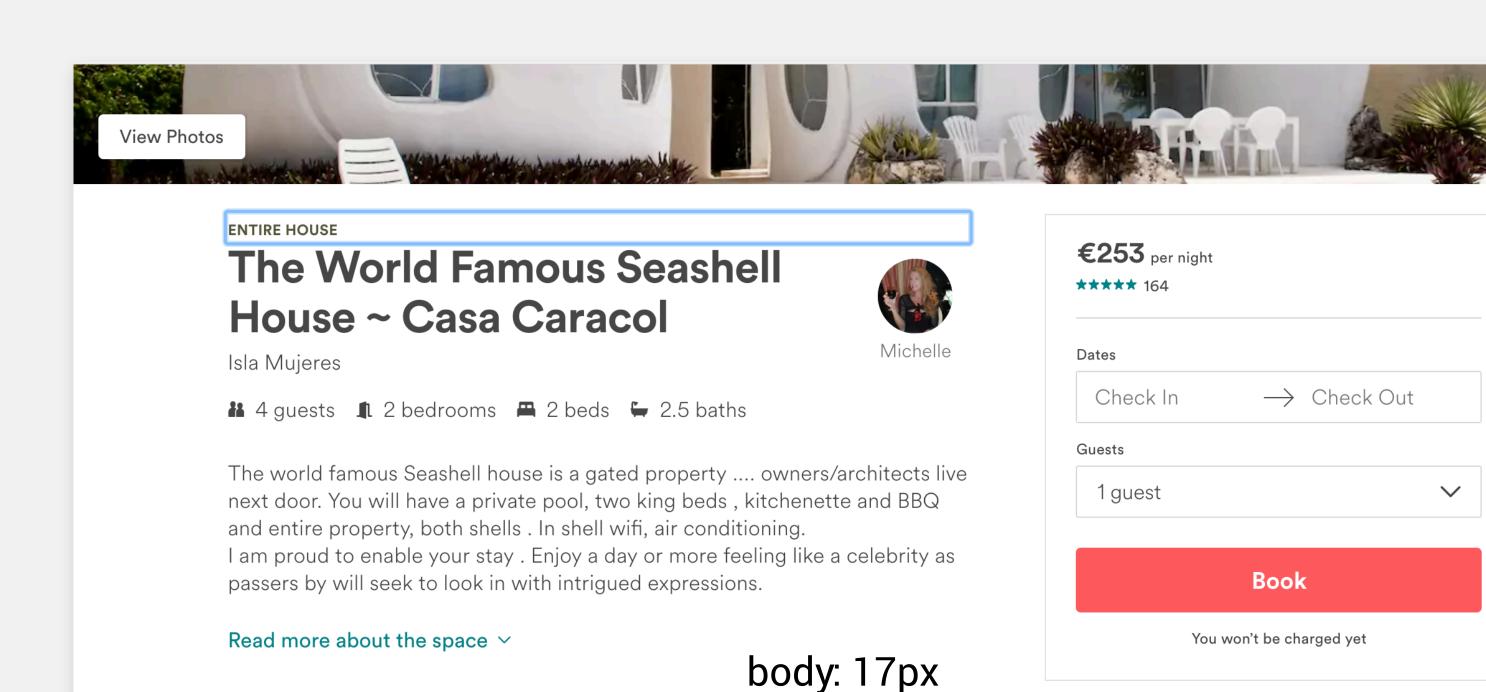




The Switch / Clicker



In memoriam
Stephen Hawking



Cable TV

Contact host

Amenities

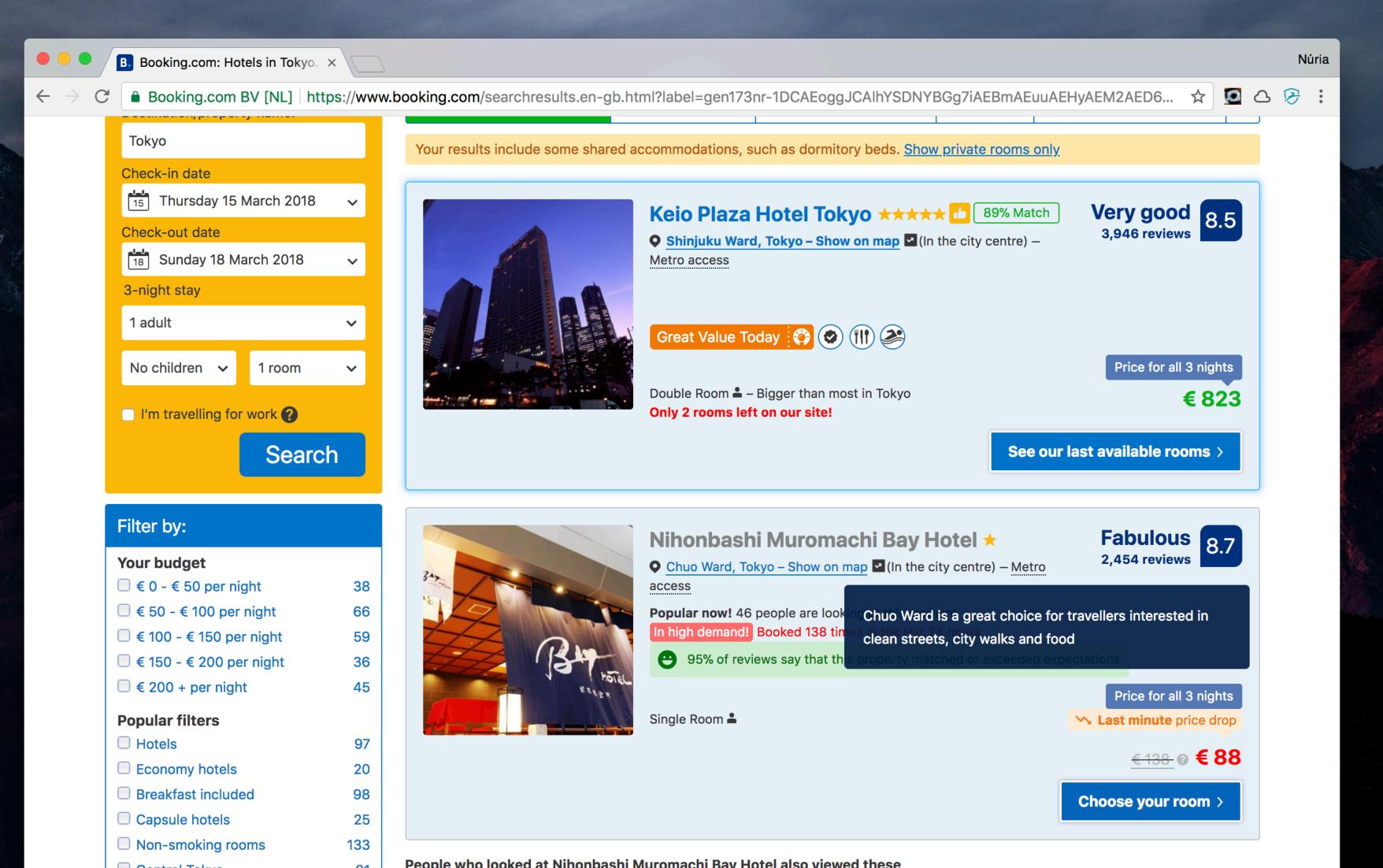
₩¶ Kitchen

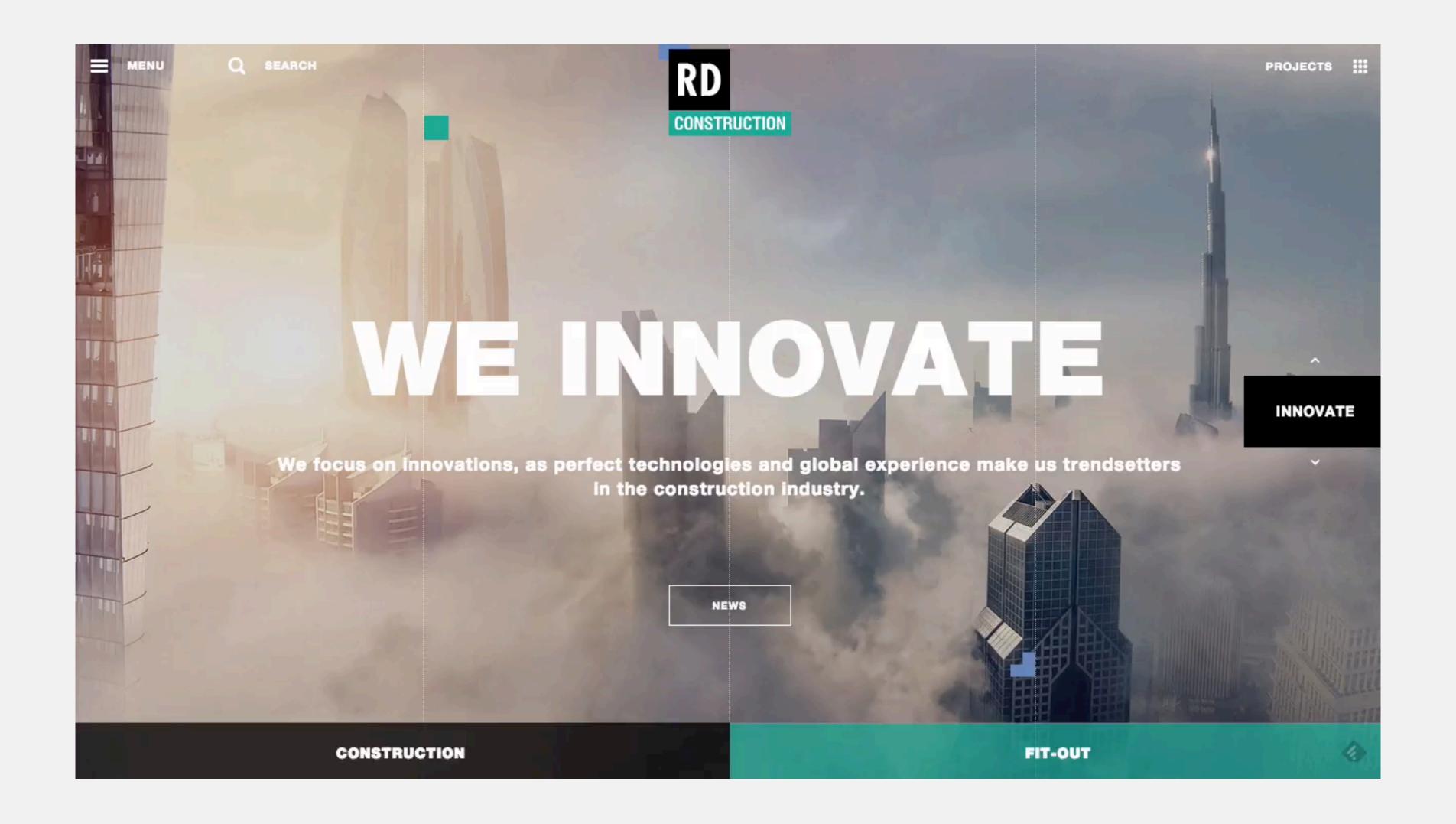
- 1. Make your interface keyboard accessible.
- 2. Place key information, buttons and links "above the fold"
- 3. Use a large text size as default.
- 4. Avoid time limits.

Report this listing

■ 11 T-Mobile 🖘 14:07	1 \$ 89% □ 5
Cambridge	
Symphony Road	t _U
12 min 🔛 36 min 🏌 1 hr 🥻 1	12 min 🦽 20 min
© Depart at 14:04	OPTIONS
Least walking	
	37 min >
Other options	
Red Line	36 min >
More by bus	
 ■ 83 > ■ 1 > 1/4 14:06 - 14:47 14:06 from Porter i Information 	41 min >
More by subway	

Cognitive





Animations are fun, but not for everyone



By applying those principles we are not only improving the experience to the people with disabilities but to everyone.

To conclude...

- Everyone benefits when things are designed accessibly.
- Not all disabilities are permanent: The Persona Spectrum
- Designers can must use certain principles to improve accessibility in digital products.

"The power of the web is in its universality".

Tim Berners-Lee

Director of W3C and inventor of the World Wide Web.

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Global Accessibility Awareness Day

May 17th, 2018