

"The 11 in a11y stands
for the number of times
you have to tell developers
that accessibility is important."

—Ian Devlin

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## i 18n

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

## 110n

l o c a l i z a t i o n

1 2 3 4 5 6 7 8 9 10

# 0g16n

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```

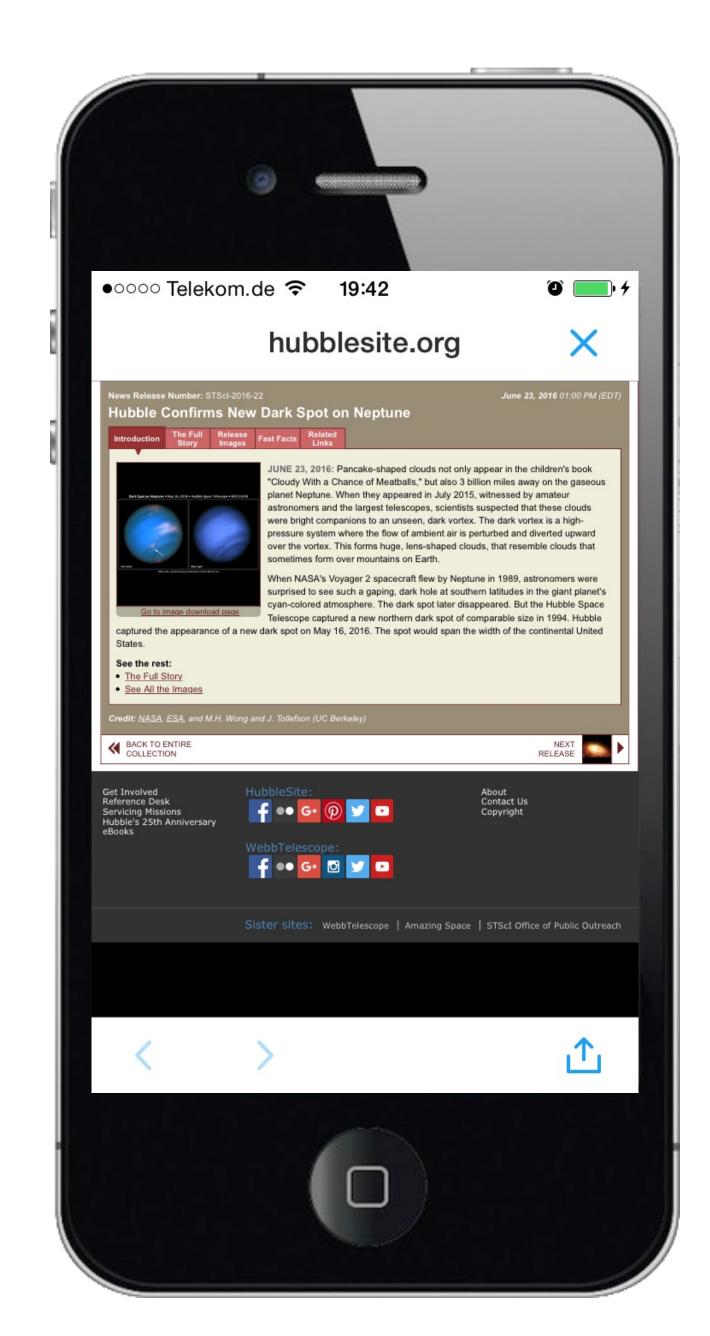
# atcaspers

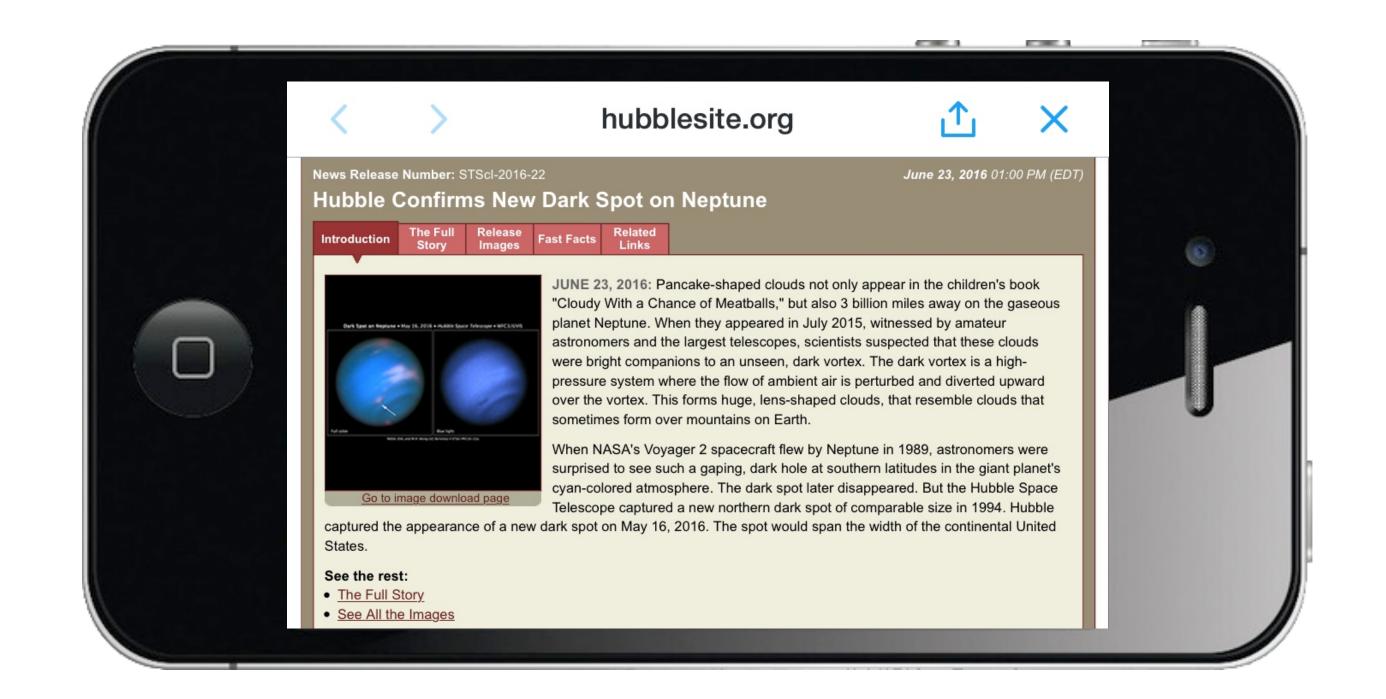
tomas caspers

# ografikkasper

christian müller





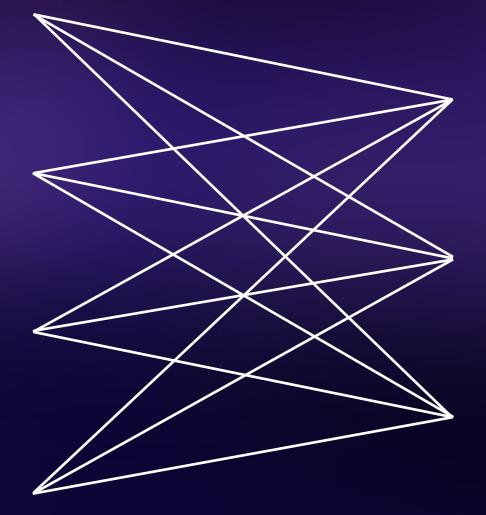


## Accessibility:

- content should be available to everyone
- functionality could be operated by everyone

## Impairments

visual motor hearing cognitive



temporary permanent situational

"Everybody is a keyboard user when eating lunch with their mouse hand."

—Adrian Roselli

"The disability is not the problem."

The accessibility is the problem."

-@PathstoLiteracy

"Accessibility is fundamentally a design problem, not a disability problem."

—David Storey

"Developers...don't really understand anything beyond the superficial appearance on screen and whether you can interact with it the way they would interact with it."

—Karl Groves

## Web Content Accessibility Guidelines (WCAG)

- percievable
- operable
- understandable
- robust





Q Suchen













### How to Meet WCAG 2.0

A customizable quick reference to Web Content Accessibility Guidelines (WCAG) 2.0 requirements (success criteria) and techniques. > Show About & How to Use



## Web Accessibility

The previous version of this tool is available through September 2016.







Selected Filters: all success criteria and all techniques.





Share

#### 1. Perceivable

- 1.1 Text Alternatives
  - 1.1.1 Non-text Content
- 1.2 Time-based Media
- 1.2.1 Audio-only and Video-only (Prerecorded)
- **1.2.2** Captions (Prerecorded)
- 1.2.3 Audio Description or Media Alternative (Prerecorded)
- 1.2.4 Captions (Live)
- **1.2.5** Audio Description (Prerecorded)
- **1.2.6** Sign Language (Prerecorded)
- 1.2.7 Extended Audio Description (Prerecorded)
- **1.2.8** Media Alternative (Prerecorded)
- 1.2.9 Audio-only (Live)
- 1.3 Adaptable
- 1.3.1 Info and Relationships
- 1.3.2 Meaningful Sequence
- **1.3.3** Sensory Characteristics

### Principle 1 – Perceivable

Information and user interface components must be presentable to users in ways they can perceive.

### Guideline 1.1 – Text Alternatives

Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.

Show techniques and failures for 1.1

#### 1.1.1 Non-text Content — Level A

All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below. > Show full description

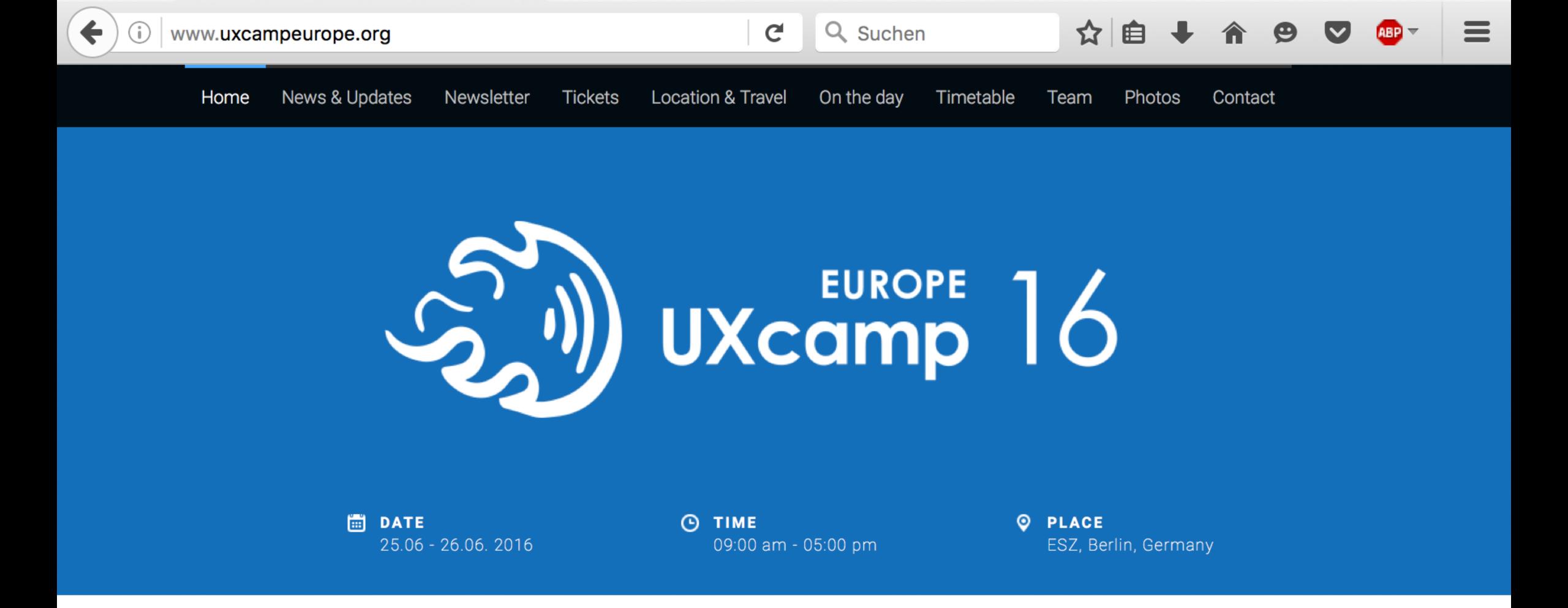
① Understanding 1.1.1

> Show techniques and failures for 1.1.1

≺ SHARE 
↑ BACK TO TOP

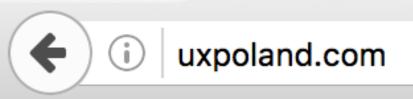
### Guideline 1.2 – Time-based Media

Provide alternatives for time-based media.



### BarCamp for User Experience Professionals

We are one the of the largest BarCamps for User Experience Professionals with 500+ active participants from all over the world and meet in Berlin once a year. The event is held since 2009 and is planned by a team of local volunteers and run during the weekend by everybody attending.



















**ABOUT** 

SPEAKERS

WORKSHOPS

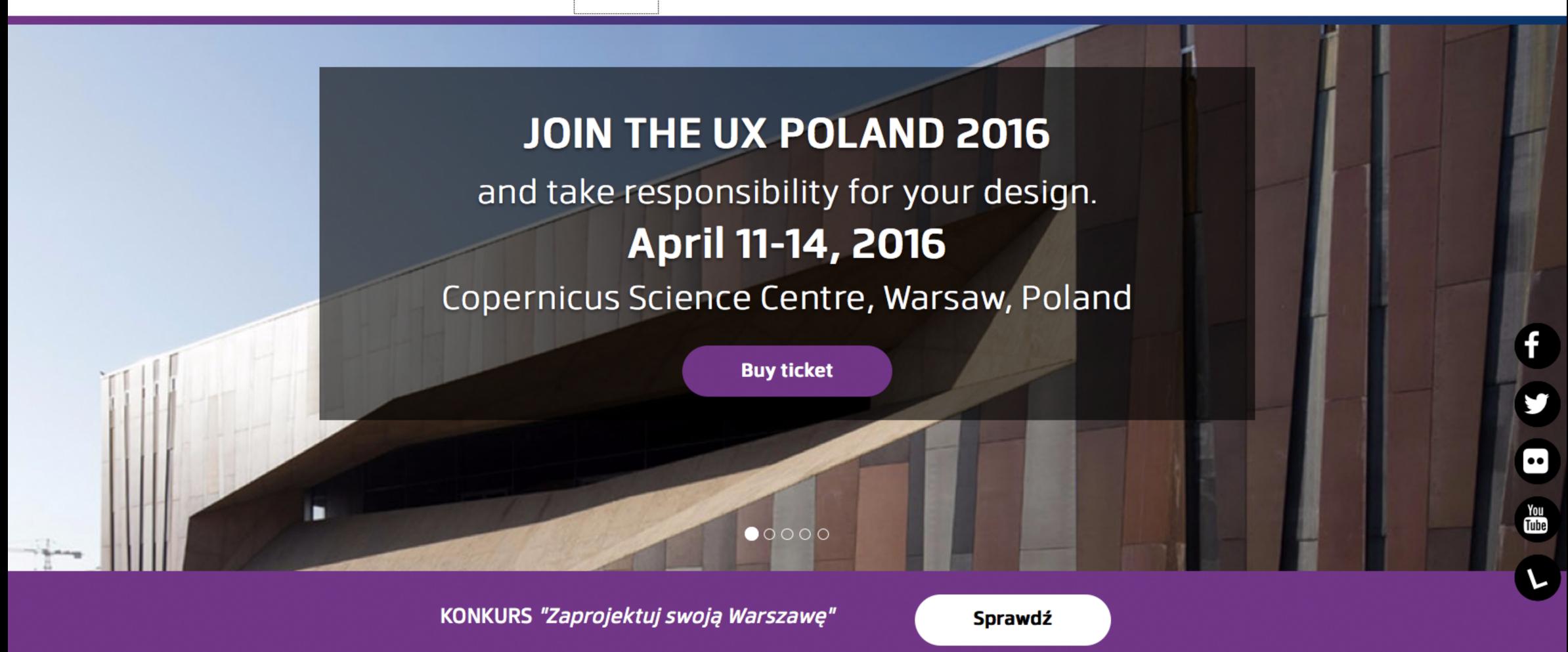
PROGRAMME

TICKETS

SPONSORSHIP

CONTACT PE

PRESS



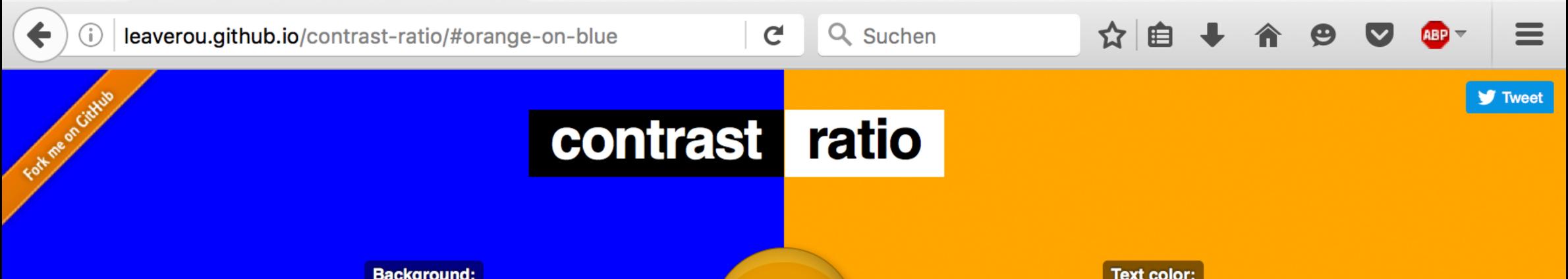
### **JOIN US IN 2016**

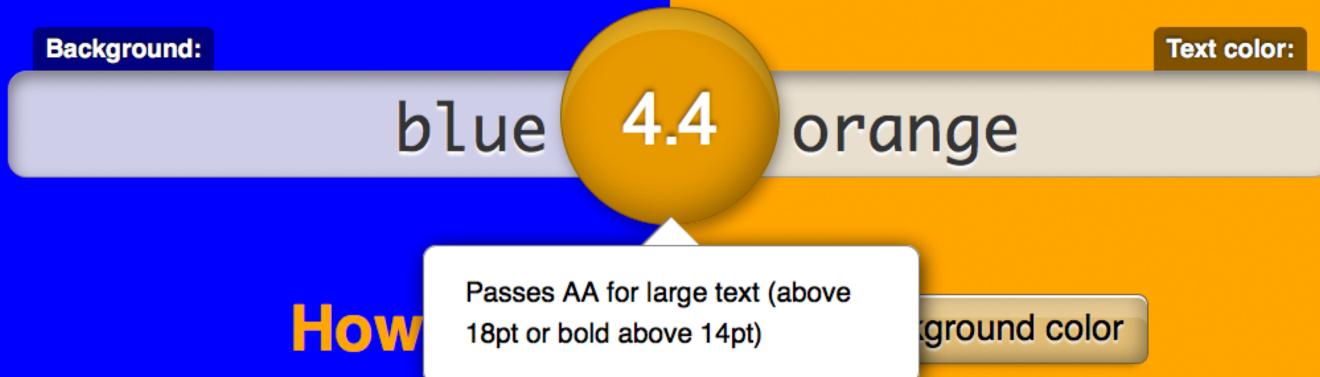
Item Status Value

Alpha 42

Bravo **3**.141

Charlie 2.718



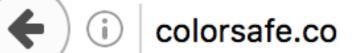


As you type, the contrast ratio indicated will update. Hover over the circle to get more detailed information. When semi-transparent colors are involved as backgrounds, the contrast ratio will have an error margin, to account for the different colors they may be over.

This sample text attempts to visually demonstrate how readable this color combination is, for normal or **bold** text of various sizes and font styles.

Hint: Press the up and down keyboard arrows while over a number inside a functional color notation. Watch it increment/decrement. Try with the Shift or Alt key tool

By Lea Verou • WCAG 2.0 on contrast ratio













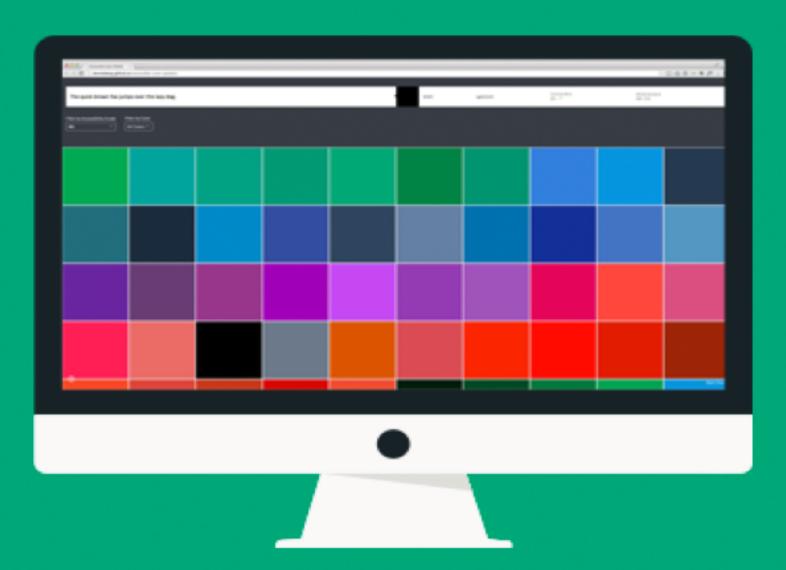




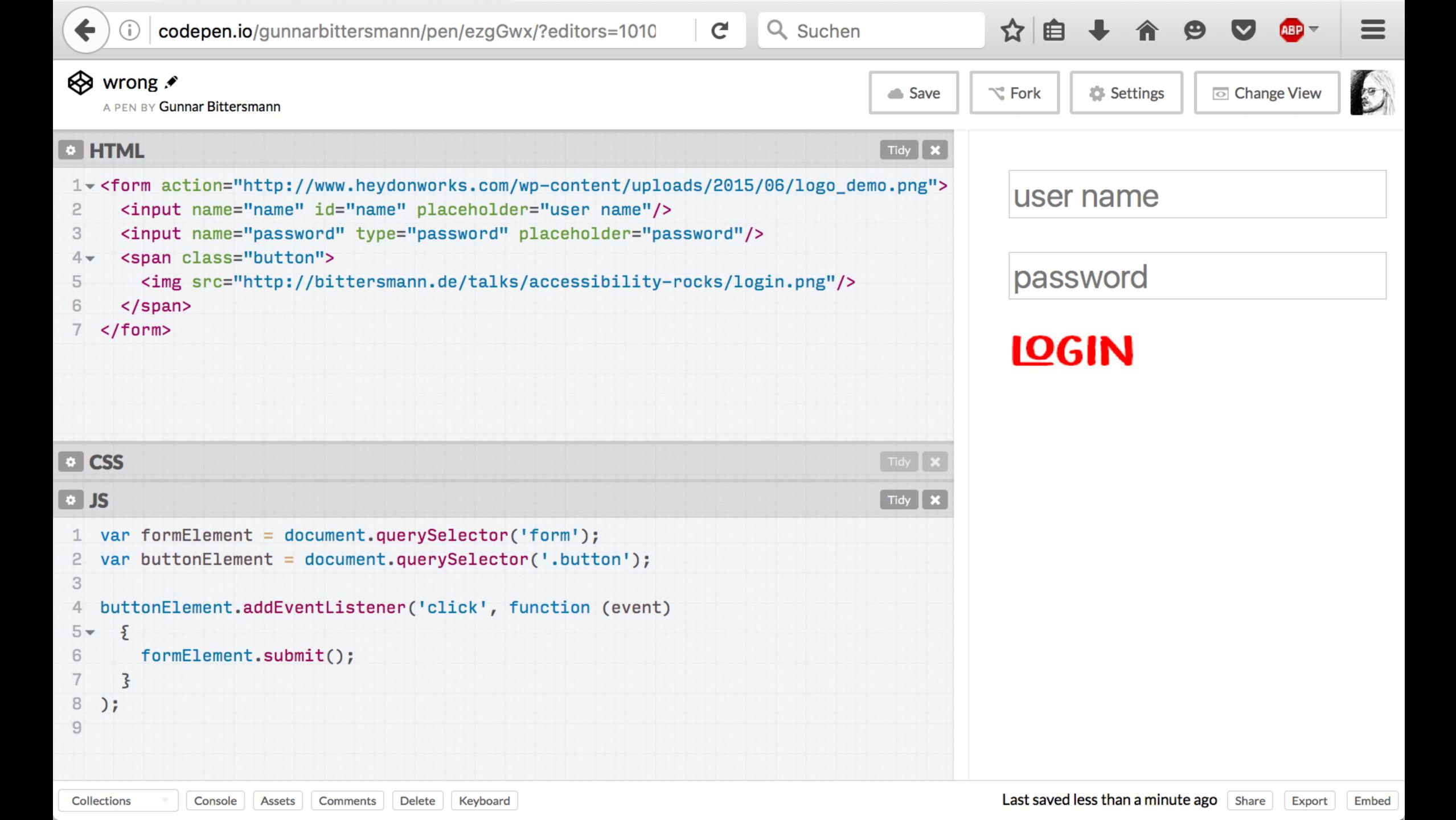


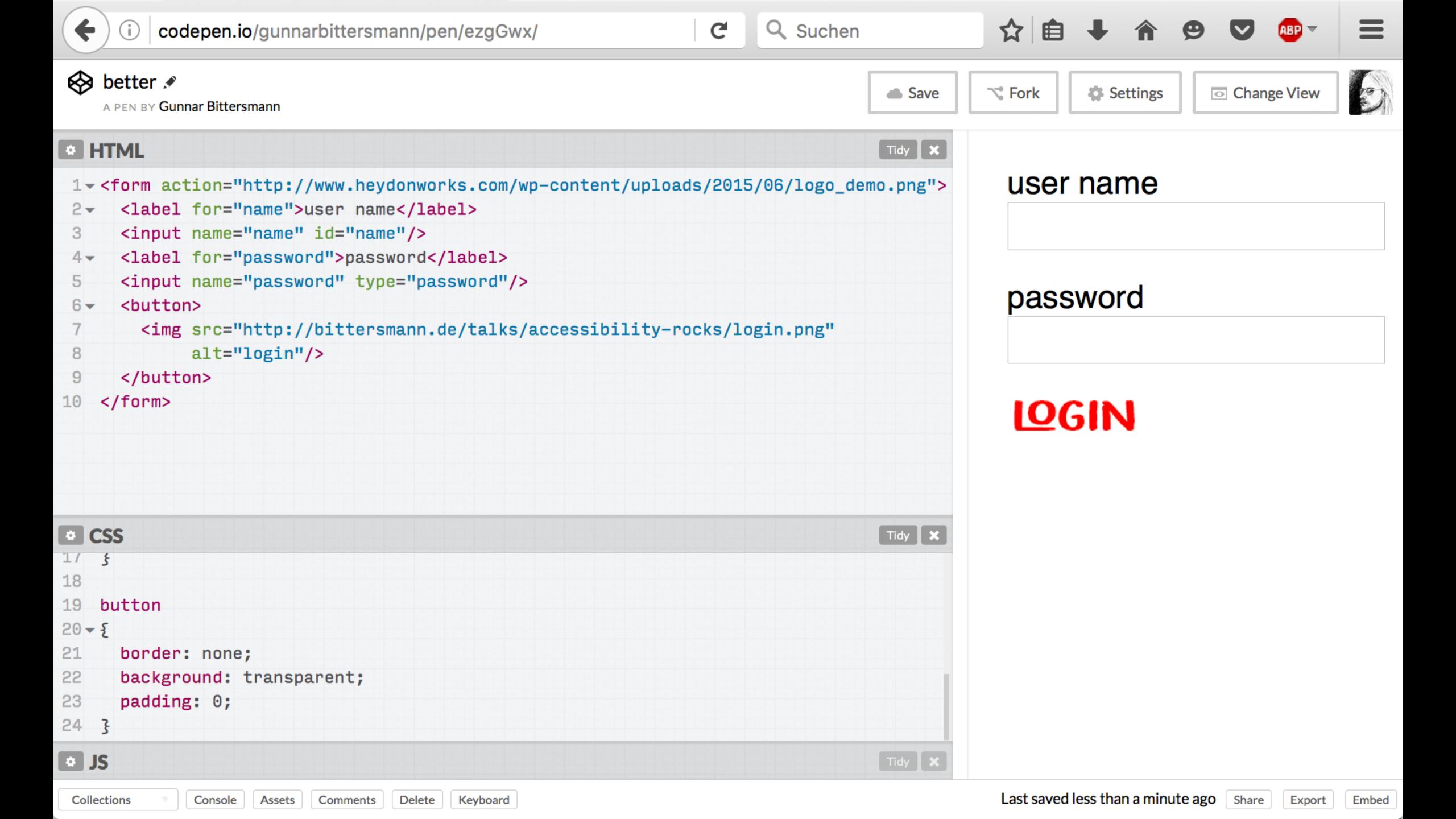
## COLOR SAFE

Empowering designers with beautiful and accessible color palettes based on WCAG Guidelines of text and background contrast ratios.



**GET STARTED** 





"When I see inaccessible code, my first thought isn't 'stupid developer'; it's 'dysfunctional company design culture'."

—Heydon Pickering

"How do I convince stakeholders?"

"Don't! Just go ahead and do it anyway!"

-Léonie Watson

"The best time to consider accessibility is at the beginning, the second best time is now."

—David Bolter

"Accessibility is like a blueberry muffin— you can't push the berries in there afterward."

—Cordelia McGee-Tubb

"Arguing with teammates over bothering with accessibility" makes me so angry.

Every. Time.

So. Angry.

Yes. 'Bother'. It's your job."

-Jen Simmons

