

The Intersection of Accessibility and Inclusive Design

Improving quality by developing and designing products for all of our users.



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What Is My Motivation Here?

Encourage the development of products to allow as many people as possible to access information.

Design products to allow people with disabilities a similar experience as their normative counterparts.











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everyone.

It's good business.

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In the USA, 1 in 4 people have some form of disability.

Many people not considered disabled have some sort of disability – even if it is simply wearing glasses.

Design taken for granted one day may be insufficient the next.



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- Visual
- Auditory
- Motor
- Cognitive
- Combination of any of those listed.
- Primary or Secondary/Situational











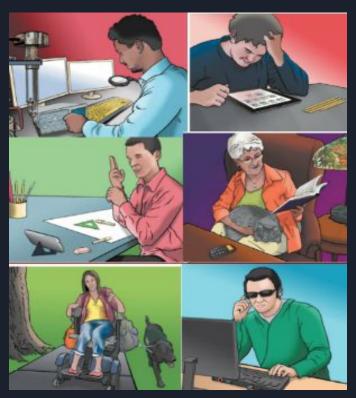
Accessibility

"The design of products, devices, services, or environments for people with disabilities. The concept of accessible design ensures both "direct access" (i.e. unassisted) and "indirect access" meaning compatibility with a person's assistive technology."

Inclusive Design

"The design of mainstream products and/or services that are accessible to, and usable by, as many people as reasonably possible ... without the need for special adaptation or specialized design."

Who are we?



Visual Issues

Auditory Issues

Mobility Issues

Cognitive Issues

Any or all of the above

Primary vs. Secondary Disabilities

- Hearing in a loud environment
- Cognitive when stressed or distracted
- Visual web on a mobile screen
- Language ESL, or any 2nd language

https://github.com/UK HomeOffice/posters

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Designing for users with **low vision**



Do	Don't
use good colour contrasts and a readable font size	use low colour contrasts and small font size
publish all information on web pages	bury information in downloads
use a combination of colour, shapes and text	only use colour to convey meaning
200% magnification follow a linear, logical layout	spread content all over a page
put buttons and notifications in context submit	separate actions from their context

https://github.com/UK HomeOffice/posters



Designing for users of screen readers



Do	Don't
describe images and provide transcripts for video	only show information in an image or video
follow a linear, logical layout	spread content all over a page
structure content using HTML5 <h1> <h1> <nav> <label></label></nav></h1></h1>	rely on text size and placement for structure 36pt, bold Heade
build for keyboard use only	force mouse or screen use
write descriptive links and headings Contact us	write uninformative links and headings Click here

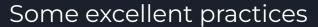
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Designing for users with physical or motor disabilities



Do	Don't
make large clickable actions	demand precision No
give form fields space	bunch interactions together
design for keyboard or speech only use	make dynamic content that requires a lot of mouse movement 1 2 2a 2b 2c
design with mobile and touchscreen in mind	have short time out windows Your session has timed out
Postcode provide shortcuts	tire users Address with lots of typing and scrolling

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Designing for users with dyslexia



Do...

Don't...

use images and diagrams to support text



produce blocks of text or text heavy pages



align text to the left and keep a consistent layout



underline words, use italics or write in capitals



consider producing materials in other formats (eg. audio or video)



force users to rely on their memory use prompts and inline text



keep content short, clear and simple (journalistic style)



require users to spell correctly - use autocorrect or provide suggestions



let users customise the contrast between background and text



communicate complex information on one screen

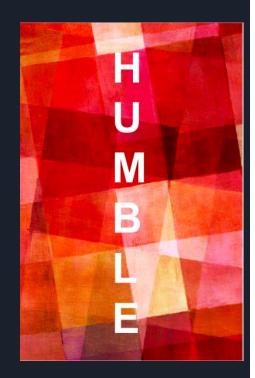




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PRACTICE EMPATHY: BE "HUMBLE"

Humanize

Unlearn

Model

Build

Learn

Experiment

HUMANIZE

Be empathetic, understand the emotional components.

UNLEARN

Step away from your default [device specific] habits. Switch into different habit modes.



MODEL

Use personas that help you see, hear and feel the issues. Consider behaviors, pace, mental state and system state.

BUILD

Knowledge, Testing Heuristics, Core Testing Skills, Testing Infrastructure, Credibility



LEARN

Learn: what are the barriers? How do users Perceive, Understand and Operate?

EXPERIMENT

Put yourself into literal situations. Collaborate with designers and programmers, provide feedback.

WAVE

Web based application at http://wave.webaim.org

Also a PlugIn for Chrome and Firefox

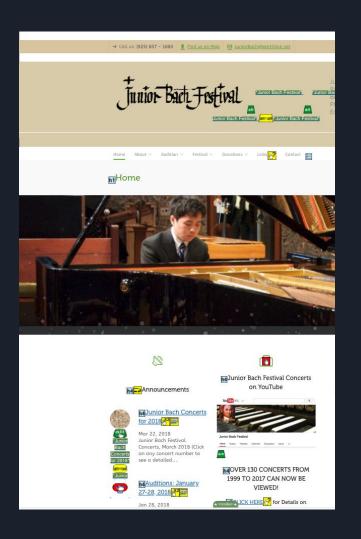
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aXe

Extension for Chrome and Firefox

Resides with the Developer tools

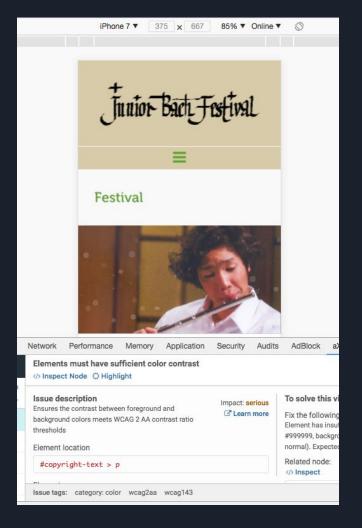
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W3C Before and After

https://www.w3.org/WAI/demos/bad/

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HEMINGWAY

Analyzes writing

Offers suggestions to clean it up.

Shows target range of readership

9th Grade Reading Level is the sweet spot

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app makes your writing bold and clear.

is 18 years as of February 1, 2018, except for s, harpsichordists, organists, and accompanists d as 20 years on that date. Young unchanged

dentified by Schmieder index number, as listed in Werke-Verzeichnis (BWV) catalog of works inged by J. S. Bach. Urtext (authentic) editions are ided. Recommended editions of Bach's works are r, and Peters. Transcriptions (but not r modern instruments may be entered. Suites and ubmitted by selected movements or as complete ail juniorbach@earthlink.net if there are questions ity of entries.

N is required for solo performance on all the exception of organ and harpsichord. mbles, defined as 2 or more players, may use des concertos with keyboard accompaniment. zation by the solo instrument is still encouraged.

in minutes must be stated accurately. Suites and ubmitted by selected movements or complete. e option to select only certain movements for nce. Complete works rarely exceed 20 minutes. sist of more than a single short piece (but not patible pieces) on the same instrument, providing e does not exceed 10 minutes. Repeats should not ornamented differently. Da capo repeats are ctor that into duration calculations.

Write

Hem

Readab

Grade

OK. Aim

Reading til Letters: 22 Character Words: 40 Sentences Paragraph Show Less 4







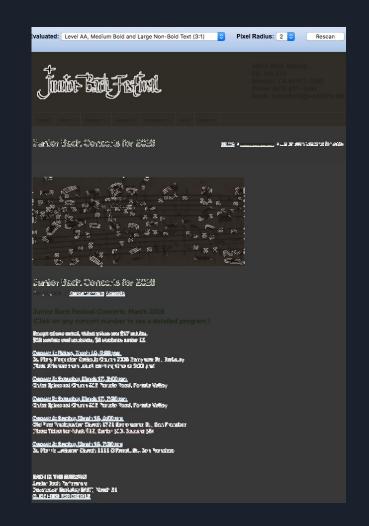




COLOR CONTRAST ANALYZER

- Plug-In for Chrome
- Quick view to determine what falls into range for color contrast.









- •WAI/ARIA:
 - http://www.w3.org/WAI/intro/aria
- Web Content Accessibility Guidelines (WCAG):
 - http://www.w3.org/TR/WCAG20/
- Inclusive Design Toolkit (University of Cambridge)
 - http://www.inclusivedesigntoolkit.com/betterdesign2/





WAVE, Web Accessibility Evaluation Tool:

http://wave.webaim.org/

aXe: the Accessibility Engine:

https://www.deque.com/axe/

Color Contrast Analyzer:

http://accessibility.oit.ncsu.edu





Hemingway Editor:

http://www.hemingwayapp.com/

Web Content Accessibility Guidelines (WCAG) Overview, W3C, Web Accessibility Initiative: https://www.w3.org/WAI/intro/wcag

Before and After Demonstration, W3C, Web Accessibility Initiative:

https://www.w3.org/WAI/demos/bad/





If you are not clear about what you are looking at or for, your intended users won't be clear on it, either.

Further Reading

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QUESTIONS???