



ABLE

ACCESSIBILITY FOR A BOLDER
LEARNING EXPERIENCE

GLOBAL ACCESSIBILITY AWARENESS DAY THINK ACCESSIBLE, DESIGN ACCESSIBLE!



Thursday, May 16, 2019

Design for everyone:

Accessible design is good design. Everything we build should be as inclusive, legible, and readable as possible. If we have to sacrifice elegance - so be it. We're building for needs, not audiences. We're designing for the whole public, not just the ones who are used to using the web. The people who most need our services are often the people who find them hardest to use. Let's think about those people from the start.

The dos and don'ts of designing for accessibility are general guidelines, best design practices for making services accessible by the public. Currently, there are six different lists in the series that cater to users from these areas: low vision, deaf and hard of hearing, dyslexia, motor disabilities, users on the autistic spectrum, and users of screen readers.

Source: GitHub.



American University of Beirut
Office of Information Technology

Designing for users on the autistic spectrum



Do...

use simple colours



write in plain language

Do this

use simple sentences and bullets



make buttons descriptive

Attach files

build simple and consistent layouts



Don't...

use bright contrasting colours



use figures of speech and idioms



create a wall of text



make buttons vague and unpredictable

Click here!

build complex and cluttered layouts



Designing for users of screen readers



Do...

describe images and provide transcripts for video

<alt>

follow a linear logical layout



structure content using HTML5

<h1>
<nav>
<label>

build for keyboard use only



write descriptive links and headings

Contact us

Don't...

only show information in an image or video



spread content all over a page



rely on text size and placement for structure

36pt, bold
Header

force mouse or screen use



write uninformative links and headings

Click here

Designing for users with dyslexia



Do...

use images and diagrams to support text



align text to the left and keep a consistent layout



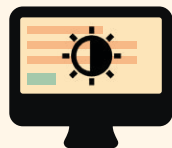
consider producing materials in other formats (for example audio or video)



keep content short, clear and simple



let users change the contrast between background and text



Don't...

use large blocks of heavy text



underline words, use italics or write in capitals

DON'T DO THIS

force users to remember things from previous pages - give reminders and prompts



rely on accurate spelling - use autocorrect or provide suggestions



put too much information in one place



Designing for users with physical or motor disabilities

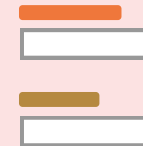


Do...

make large clickable actions



give clickable elements space



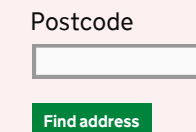
design for keyboard or speech only use



design with mobile and touchscreen in mind



provide shortcuts

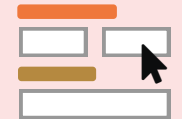


Don't...

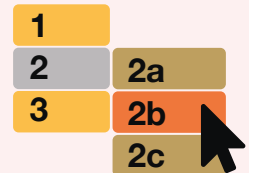
demand precision



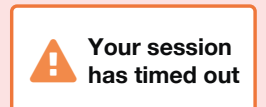
bunch interactions together



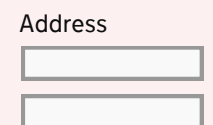
make dynamic content that requires a lot of mouse movement



have short time out windows



tire users with lots of typing and scrolling



Designing for users with anxiety



Do...

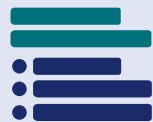
give users enough time to complete an action



explain what will happen after completing a service



make important information clear



give users the support they need to complete a service



let users check their answers before they submit them



Don't...

rush users or set impractical time limits



leave users confused about next steps or timeframes



leave users uncertain about the consequences of their actions



make support or help hard to access



leave users questioning what answers they gave



Designing for users who are deaf or hard of hearing



Do...

write in plain language

Do this

use subtitles or provide transcripts for videos



use a linear, logical layout



break up content with sub-headings, images and videos



let users ask for their preferred communication support when booking appointments



Don't...

use complicated words or figures of speech



put content in audio or video only



make complex layouts and menus



make users read long blocks of content



make telephone the only means of contact for users



Designing for users with low vision



Do...

use good colour contrasts and a readable font size



publish all information on web pages



use a combination of colour, shapes and text

Start

follow a linear, logical layout

200% magnification



put buttons and notifications in context



Don't...

use low colour contrasts and small font size



bury information in downloads



only use colour to convey meaning



spread content all over a page

200% magnification



separate actions from their context

