UX Foundations: Accessibility

1.What is accessibility?

- Web accessibility means that websites, tools, and technologies are designed and developed so that people with disabilities can use them. More specifically, people can:
- perceive, understand, navigate, and interact with the Web
- contribute to the Web
- Web accessibility encompasses all disabilities that affect access to the Web, including:
- auditory
- cognitive
- neurological
- physical
- speech
- Visual
- **User research tram** represents people with disabilities in interviews, talk-aloud sessions, focus groups, usability testing, and focused accessibility testing.
- **Content strategist** works with people who have disabilities to discover their thought processes and determine key clues to help them navigate and perform actions.
- **Information Architect** knows the labels and terminology for the subject area.
- **Interaction designer** creates wireframes and prototypes, keeping those with disabilities in mind; specifies flows and source order where needed.

2. Accessibility by Examples

- **A user must be able to use keyboard for all interactions on your site.**
- There should be proper linear flow between visualization and screen reader.
- Your content should be perfect keeping in mind accessibility issues and all the people with memory issues specially while designing the forms. They should be properly labeled.

3. Tools and Techniques

- **Voice recognition** is use for lots of reasons. It helps in hands free operations and helps in accessibility issues.
- **Dictation:** this sw write documents, composing emails, and fill in information.
- **Command and control:** dragging files, switching programs, and clicking buttons.
- **Dragon naturally speaking: Dragon** speech recognition **software** is better than ever. Talk and your words appear on the screen. Say commands and your computer obeys.
- Low vision can only see a small portion of the screen with magnifiers which creates problems in layouts.
- There are different type of screen readers like read all or read with tabs so this thing should be in mind while designing.
- **Hardware assistive technology** like different type of keyboards and mouse can be really helpful.

4. Personas for people with Disabilities

- **Vision issues:** built in item, links, for fields, buttons, headings, lists all help screen reader in understanding your content to visual impaired person. So writing good code is important.
- Create **text-based** representation of visual elements.
- Text flow is v important, like where you place your buttons.
- **Hearing issues:** videos should have captions.
- Provide a transcript of the videos.
- Visible "calls to action" are important.
- Code should be according to the visible words on site so that "calls to action" can work.
- **Cognitive issues:** memory, problem solving, attention and focus. Literacy and reading, visual and verbal comprehension.
- Design for forgetfulness.
- Write with plain language
- Provide predictability in your interface.

5. Integrating Accessibility into your UX work and process

- Ask yourself "Does the content create clear expectations at all levels"?
- Is there any specific content that people with disability need?
- Are there specific customer service needs for people with disability?
- Layout should be simple and focused.
- Document the best order for each wireframe or content.
- Create interactions that allow multiple methods of achieving the same goal.
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