

## Designing for users with physical or motor disabilities

DO	DON'T
Make large clickable actions.	Demand precision.
Give clickable elements space.	Bunch interactions together.
Design for keyboard or speech only use.	Make dynamic content that requires a lot of mouse movement.
Design with mobile and touchscreen in mind.	Have short time out windows.  Your session has timed out.
Provide shortcuts.  Find address	Tire users with lots of typing and scrolling.

 $\textbf{Credits}: Gov.\ uk\ https://accessibility.blog.gov.uk/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-working-on-gov-uk-navigation-taught-us-about-accessibility/2017/12/18/what-accessibility/2017/12/$ 

