Accessibility Report

1.For each Principle of Universal Design, write 2-5 sentences or point form notes explaining which features your program adheres to that principle. If you do not have any such features you can either:

(a) Describe features that you could implement in the future that would adhere to principle or
(b) Explain why the principle does not apply to a program like yours.

- **Equitable Use**
  - Is useful and marketable to most people, as personal health is an important measure for everyone
  - BMI and EER calculates information based on biological female and male genders only, thus this may stigmatize certain groups of users, such as those who identify themselves as transgender
  - In the future, we can implement the option “other” when asking for gender input
  - For privacy, in the future we could add an option for the user to save their information in the database or not

- **Flexibility in Use**
  - Provide check boxes for users to click on, rather than the user having to enter everything themselves
  - Large buttons with easy to read labels, that facilitate user’s experience with using the program and making it easy for them to navigate

- **Simple and Intuitive Use**
  - Simple instructional vocabularies and phrasing to help the user navigate the program and the user menu
  - Provide feedback and prompts to let the user know if they entered something invalid
  - Currently only supports English.
  - Accommodating a wide range of literacy principles does not really apply to our program, as there are specific terms that the users need to know for muscle groups, equipment, and food preference terms (carbs, proteins, etc.)
    - could provide descriptions for them as part of our program in case the user does not know them

- **Perceptible Information**
  - Have picture inserted in the GUI to make it more user friendly and easier to obtain the information
  - We can implement “Dark mode” or “High Contrast” in the future
  - We can implement features that allow the user to have the options to manipulate/choose fonts and font sizes when interacting with the program

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    - We can implement a Text-to-speech function for those that have trouble reading.

- **Tolerance for Error**
    - We have warning messages when the input is invalid/other errors occurred
    - The program will not crash if user enter something invalid at any point of time, it will tell the user where the input is invalid

- **Low Physical Effort**
    - The user doesn't need to move at all, except their mouse and keyboards
    - The user only has to press the 'Enter' button only one time for the program to save all the information they input in every textfield. Instead of repeatedly entering information one by one. This minimizes repetitive action

- **Size and space for Approach and Use**
    - We can implement a zoom-in/zoom-out feature to accommodate people that are close to or far away from the screen.

2. Write a paragraph about who you would market your program towards, if you were to sell or license your program to customers. This could be a specific category such as "students" or more vague, such as "people who like games". Try to give a bit more detail along with the category.

We would market the program towards those who are interested in eating healthier, or have personal health goals they want to work towards. Specifically, we can market the program towards people who are trying to be more aware of their health or change their weight. This is because this specific demographic is likely to be constantly aware of their weight, and the program provides them with a way to easily keep track of their BMI and EER regularly. Those who are simply trying to adopt a healthier diet could also use this app, since they could appreciate healthy food recommendations with low fats, low carbs, and/or low sugar, so they can find foods that fit into their diet. Those marketing our program towards this group will have the best effect and the best sales.

3.Write a paragraph about whether or not your program is less likely to be used by certain demographics. For example, a program that converts txt files to files that can be printed by a braille printer are less likely to be used by people who do not read braille.

Since the program is only offered in English, is it less likely to be used by certain demographics that do not speak English. In addition, people who do not have the desire to change their weight/diet or are not self-aware of their personal health/weight are also less likely to use the program. For example, our program has an exercise suggestion feature, which would not be used by people who don't exercise regularly. People who have eating disorders or diabetes might also be unlikely to use this program, as when the program is giving food suggestions, it will not take these factors into consideration.