**Reflexión 7**

**“Accessibility isn’t a luxury, is a need”**

**When we talk about software made by huge companies like google or apple, the accessibility section in configurations its obviated, not because there are not people to use it (because they exist), but because we know this feature is always in the software.**

**However, for software made with less care the situation is totally the opposite, is hard to find a software product with a magnifying glass integrated or a system to read aloud text, this may be because most of the time, the software developed is made with a certain target in mind, mostly a company contracts a team of developers and the product made is under a certain number of clear requirements.**

**But, what happen when the software is made with a more global target in mind, it might be videogames, utility software like WinRAR or entertainment software like Spotify. Those kinds of software aren’t made with a target in mind, on the contrary, their goal is to reach as much people as possible. And maybe the line of thought behind this decision is “The costs of implementing accessibility options are higher than the revenue”, but doing a little of research we can realize that this idea is totally wrong. Worldwide there are approximately 1300 million people with visual handicap also 8% of the men and .5% of the women have a kind of color blindness.**

**We can conclude that even if not always was the same, nowadays accessibility options aren’t a luxury, they are a necessity to stay competitive in the market, just as the biggest software companies have shown.**