**1.6 I can describe access issues that might need to be taken into account**

In the early era of website development focus was on designing websites for clients that were functional, robust and delivery the company’s message that was clear. As programming developed with the advent and improvement of software and tools, such as CSS, and Python, developers focus was drawn to enhancing the user experience. This included websites with interactive features, animation and generally is improved and sophisticated aesthetic feel.

Websites are now longer reserved for the privileged (in terms of disposable income). Almost anyone has access to web services via smart phones, budgets laptops and tablets. This common use is now spread across the populous; able bodied, and those individual’s with a disability, impairments and other such issues. The principles of providing a great website user experience apply to all. Developers have become more aware of differing user groups and naturally developed ways to address these issues.

The Web Content Accessibility Guidelines (WCAG) are guidelines developed and published by the Web Accessibility Initiative in conjunction World Wide Web Consortium precisely to address the issue of accessibility. These core principles since 2008 have become ISO Standards, explicitly [ISO](https://en.wikipedia.org/wiki/International_Organization_for_Standardization) standard, ISO/IEC 40500:2012.

**Key Areas:** Perceivable, operable, understand and robust

**Accessibility**

Developers to utilise all tools, syntax and technologies available for people who can interact and navigate a website with little to no difficulty. People in this group include, individual with, sensory, cognitive, neurological , auditory and visual impairment.

**Key components:**

**Assistive technology-** including screen readers, scanning software (speech) and alternative keyboards (Dvorak, Colemak).

**Coding syntax and markups** such as Alt. CSS Validators and HTML Validato**rs**

Use of certain fillers. Information like texts, large font and colours for visually impaired. Images and the use of sound and quality audio for groups of people with auditory impairment.

**Tools and Examples:**

**Code**: developer’s to include an equivalent text *<img alt= “this is my alternative word to the picture”*

**Audio Transcription**: to enable deaf of those hard of hearing. 3Play Media , voice typing tools in Google.

**WAVE Website Accessibility tool**- to help authors and web programmers to make user friendly sites