**Assignment 2:**

Improving Accessibility and User-Interface Design

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GEOM 107 Web Communication | Fleming College

Visual Studio Code 1.64.2**Links to the websites:**

Before: <https://jenishere.github.io/>

After: <https://jenishere.github.io/Assignment2/>

**Goals:**

The following were chosen upon to be improved as part of this assignment:

1. Overall Visual Appeal
   1. Colour Choices: Compared to the previous cyan gradient background, the background colours were changed to a light grey, which is much easier on the eyes.
   2. Contrast: The contrast ratio for the background and the text content was improved for ease of reading, maintaining a contrast ratio above the advised 4.5:1.
2. Interactivity
   1. Buttons: The links between the pages were given hover effects to indicate when the mouse is hovering over it. They are also keyboard-focusable for more accessibility.
   2. Page Linking: Previously, the user was unable to traverse between pages but now all the pages have been provided with buttons/links leading to the other two pages.

Extra:

* Keyboard focusable headings: The headings of content on pages have been made to be keyboard focusable for increased accessibility.
* Images were aligned to the centre as well as a more presentable and contextual first page was created.