

Tracy Tran Presentation: Accessibility

Friday, January 24, 2020 12:42 PM

1. Recognize **exclusion**: biased facial recog.

2. Learn → **diversity**

- interview
- show your product to many people
- empathy
- get feedback

3. solve for 1, **extend to many**

↳ disability can be: permanent, temporary, situational (ex: drunk driver)

• Accessibility is a design problem!

↓ - more usage contexts = more possible mismatches

↓ mobile interfaces: challenge = linear audio interface (must keep track of elements)

important: ***Tab Order**: where should "swipe" go 1st?
which groups of elements are important?

***Labels**: Name, role, value, state

***Color / Text Contrast**: help in-sunlight screen viewing, color-blind ppl

***Large Enough Buttons**

***Event Notification** → alert, message, warning, update

CONCLUSION:

Disability is a mismatched interact. b/t user → content