# Let’s talk about: Accessibility

by Junior Developer Group

# WHAT IS MEANT BY ACCESSIBILITY IN WEB DEV

Accessibility is the practice of making your websites usable by as many people as possible.

## QUICK TIP

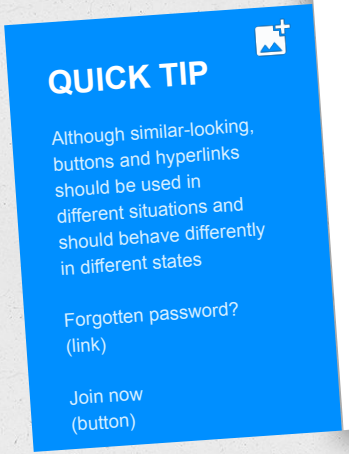
We traditionally think of this as being about people with disabilities, but the practice of making sites accessible also benefits other groups such as those using mobile devices, or those with slow network connections

# SOME TYPES OF ACCESSIBILITY FEATURES

- Visual / Design focused
- Screen Reader focused
- Device focused
- Performance focused

# Visual :
# Design focused 1/2

- appropriate colour contrasts with text and backgrounds
- appropriate element locations/placements
- carousel/scroll indicators
- placeholders for input fields
- proper use of buttons vs hyperlinks
- Information icons offering instructions



# Visual :
# Design focused 2/2

- Making sure our content is accessible to users using the keyboard to browse through content
- Awareness of cognitive impairments our users might face
- Awareness of struggles people with dyslexia might face
- Awareness of seizures for people with various brain disorders and photosensitive epilepsy

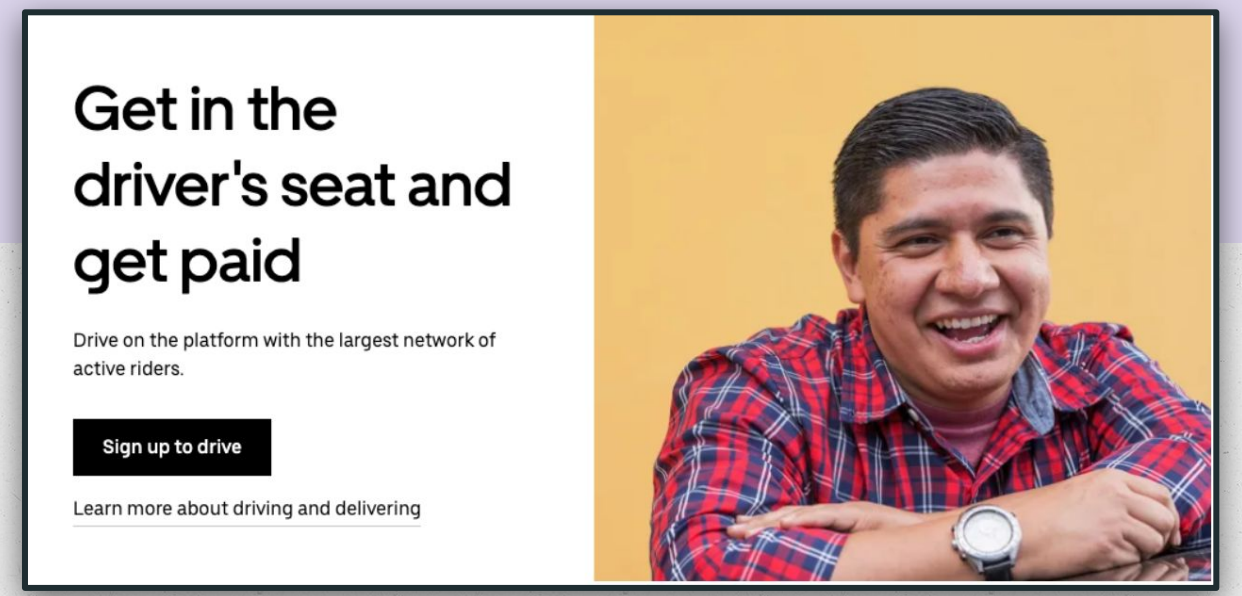
## QUICK TIP

Photosensitive epilepsy can in worst case scenario be fatal!

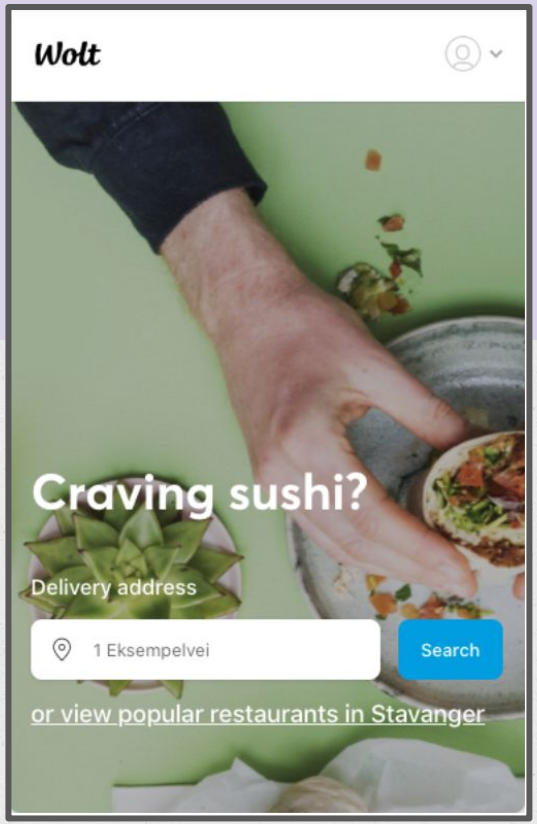
There is a CSS property called ‘prefers reduced motion’ - take a look!

## LET’S LOOK AT SOME EXAMPLES

# GOOD EXAMPLE: BUTTONS VS HYPERLINKS



# BAD EXAMPLES: FONTS AND CONTRASTS




Example 2: (12pt Font, 13pt Line Height - Low Contrast)
The hallway smelt of boiled cabbage and old rag mats. At one end of it a coloured poster, too large for indoor display, had been tacked to the wall. It depicted simply an enormous face, more than a metre wide: the face of a man of about forty-five, with a heavy black moustache and ruggedly handsome features. Winston made for the stairs. It was no use trying the lift. Even at the best of times it was seldom working, and at present the electric current was cut off during daylight hours.

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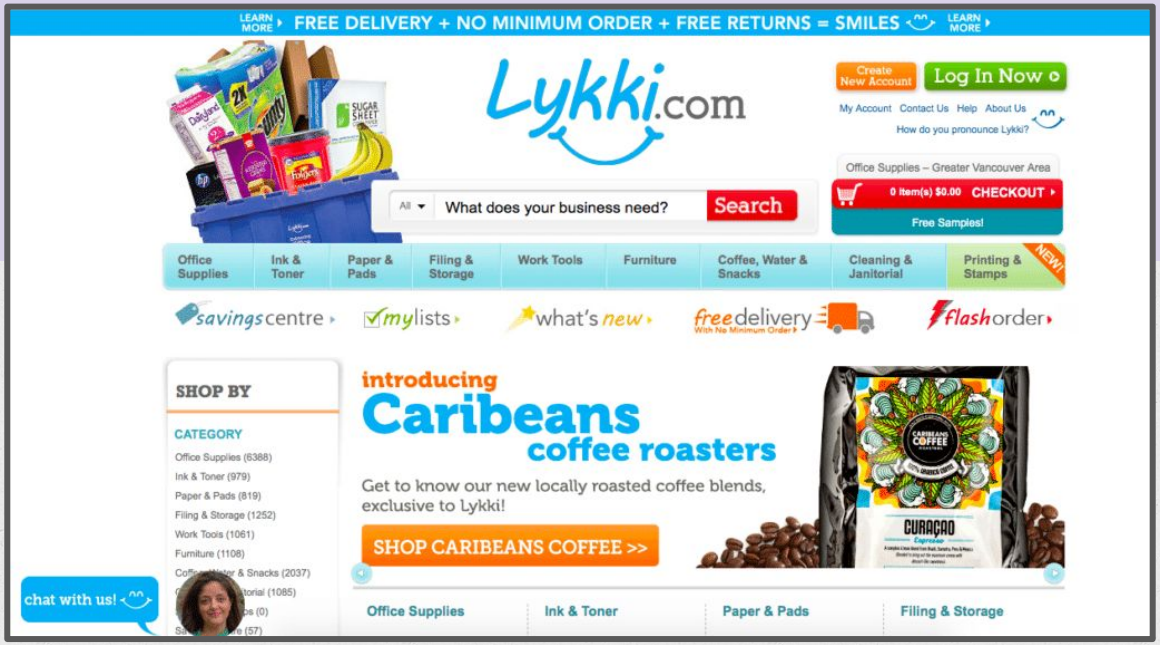
I have been an occasional student of fonts ever since when I designed a font for an organisation. I have also watched with interest fonts aimed at dyslexic people. All these fonts are aimed at improving the visual readability of printed text, and we have come to take for granted the efforts of font designers. To put their efforts into some relief, I thought to make a font that sets out to be very difficult to read. We have grown used to having a number of features common to any particular family of fonts. For example, curves are common, the visual bulk of lower case letters tends to avoid the top edge, upper case letter usually have a stronger presence on the top edge, each occurrence of a letter looks exactly the same every time. The task was to design a font that turned as many of these features as possible on their head.

# BAD EXAMPLES: COGNITIVE (OVER)LOAD



# Screen Reader Focused

- Indicating the spoken language website text is written in
- Using ALT text on images that require it
- Using semantic HTML elements
- Using ARIA attributes to describe elements that can't use semantic HTML, indicate a role of the element or indicate 'required' status
- Using autocomplete attribute in a correct way

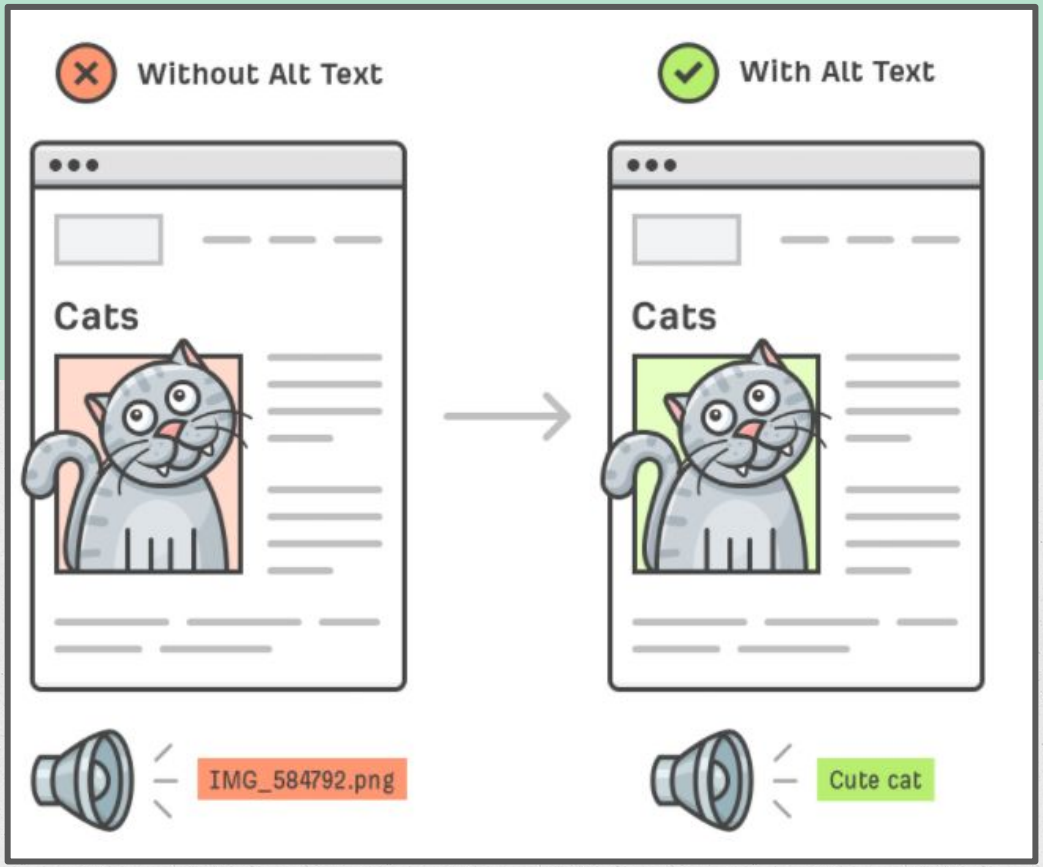
## QUICK TIP

Screen readers are available for all devices natively but you're also able to download/install extra extensions.

It is always advisable to human test our website rather than blindly trusting tools such as LightHouse

## LET’S LOOK AT SOME EXAMPLES

# BAD EXAMPLES: MISSING ALT TEXT



# Device Focused

- Appropriate spacing between elements
- Appropriate responsiveness for all devices
- Appropriate placement of elements
- Appropriate font-sizes and scalable images
- Making sure all content and functionality is available
- Making sure there is no horizontal scrolling

## QUICK TIP

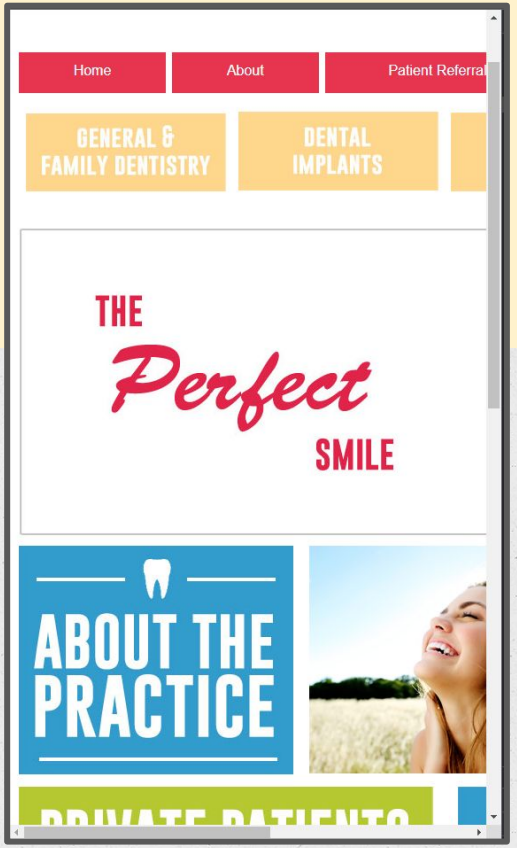
When thinking of spacing and appropriate positions for the elements used, think of your own thumbs accessing the website

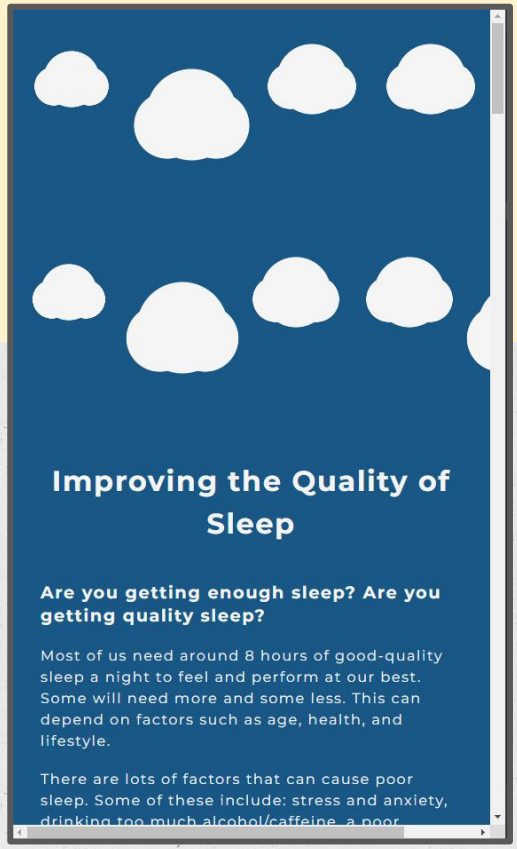
Do you have to reach far until you access wanted content of the page?

Are buttons too small?

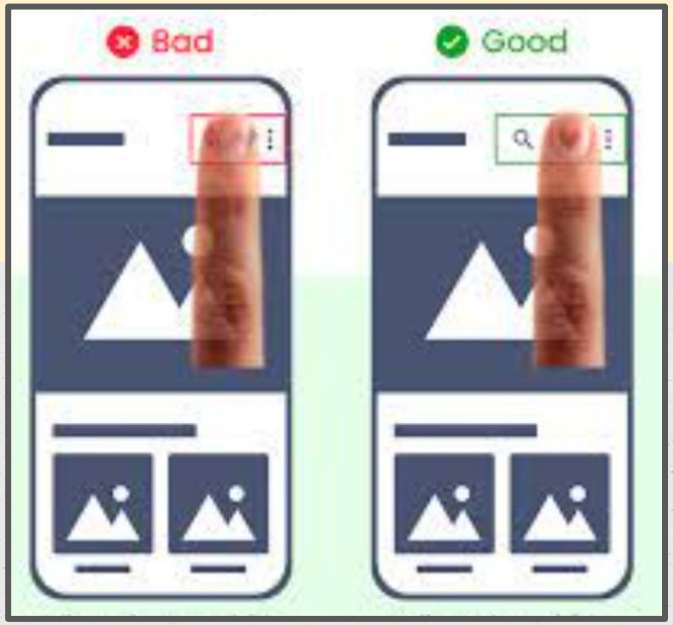
## LET’S LOOK AT SOME EXAMPLES

# BAD EXAMPLES: NOT RESPONSIVE

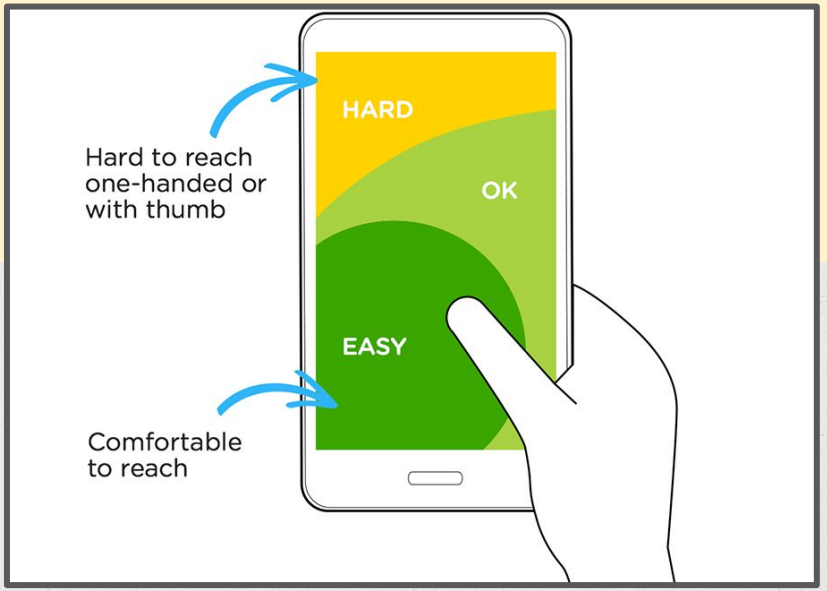


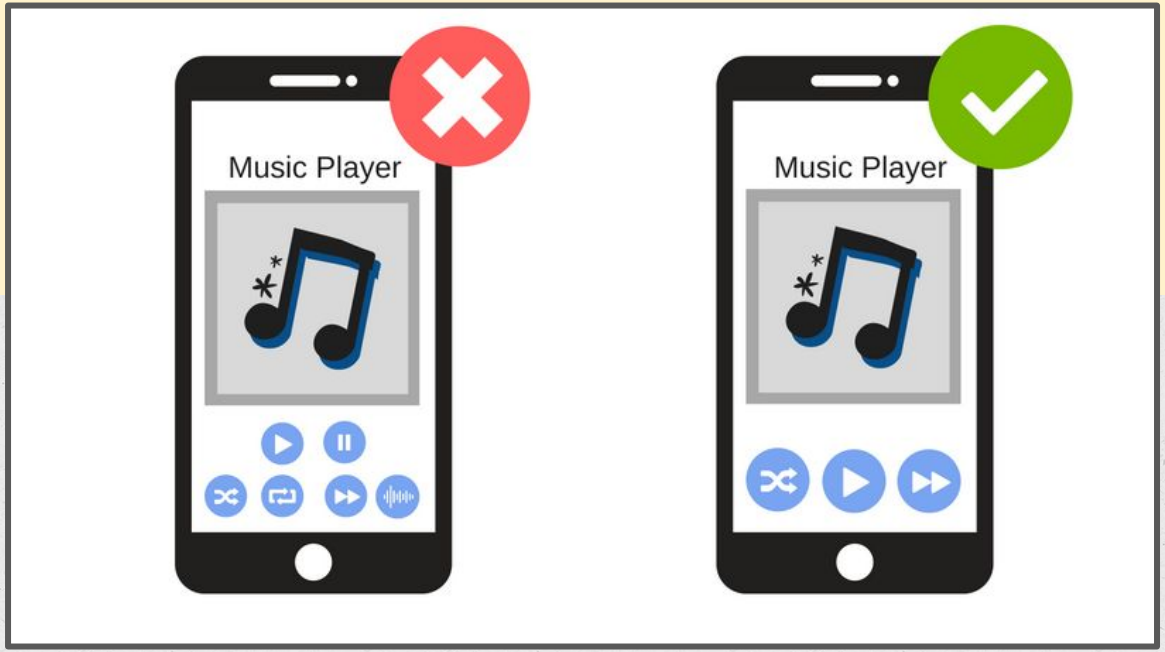
## BAD EXAMPLES:
## ELEMENTS ARE TOO SMALL



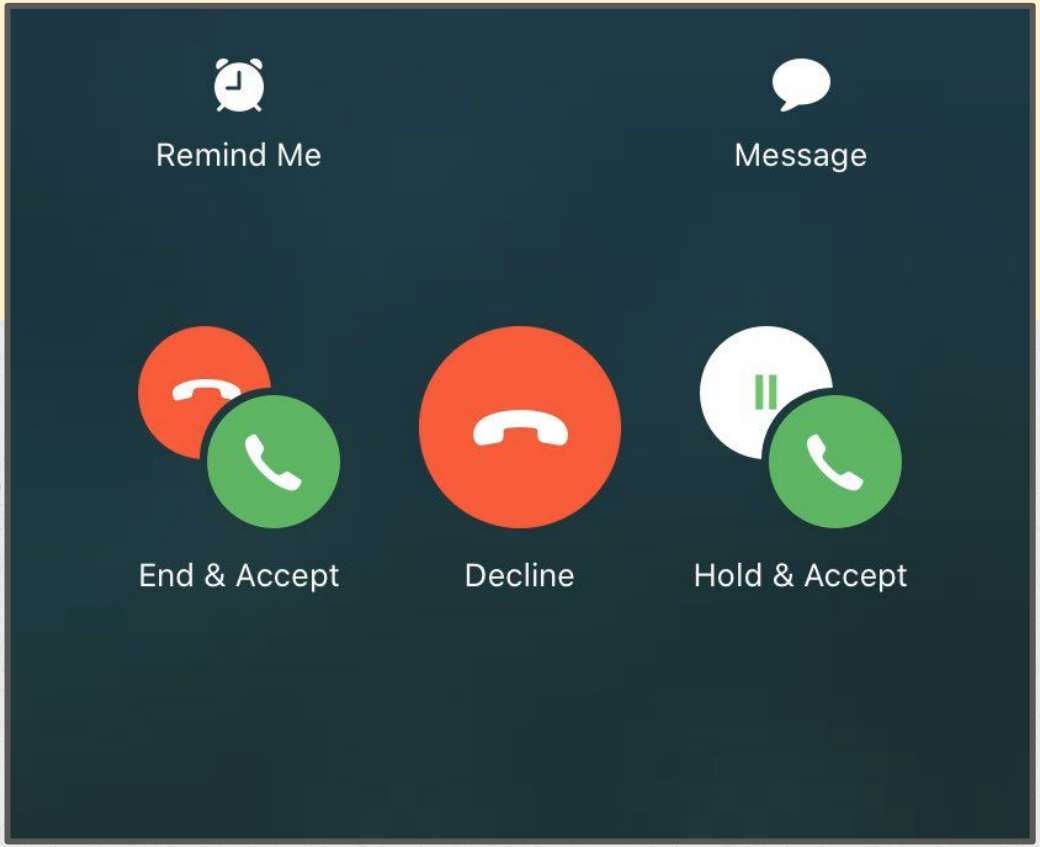

## BAD EXAMPLES:
## ELEMENTS ARE DIFFICULT TO REACH



# BAD EXAMPLES: TOO MANY ICONS



# BAD EXAMPLES: ACTION IS NOT CLEAR



# Performance (Network) Focused

- Appropriate load times for slow internet connection (3G)
- Lazy loading of multimedia used (images, video & audio materials)
- Reduced numbers of scripts and stylesheets used on the first load
- Reduced results returns when adding search functionalities, or listing pages trough pagination
- Only using preloading for most critical resources

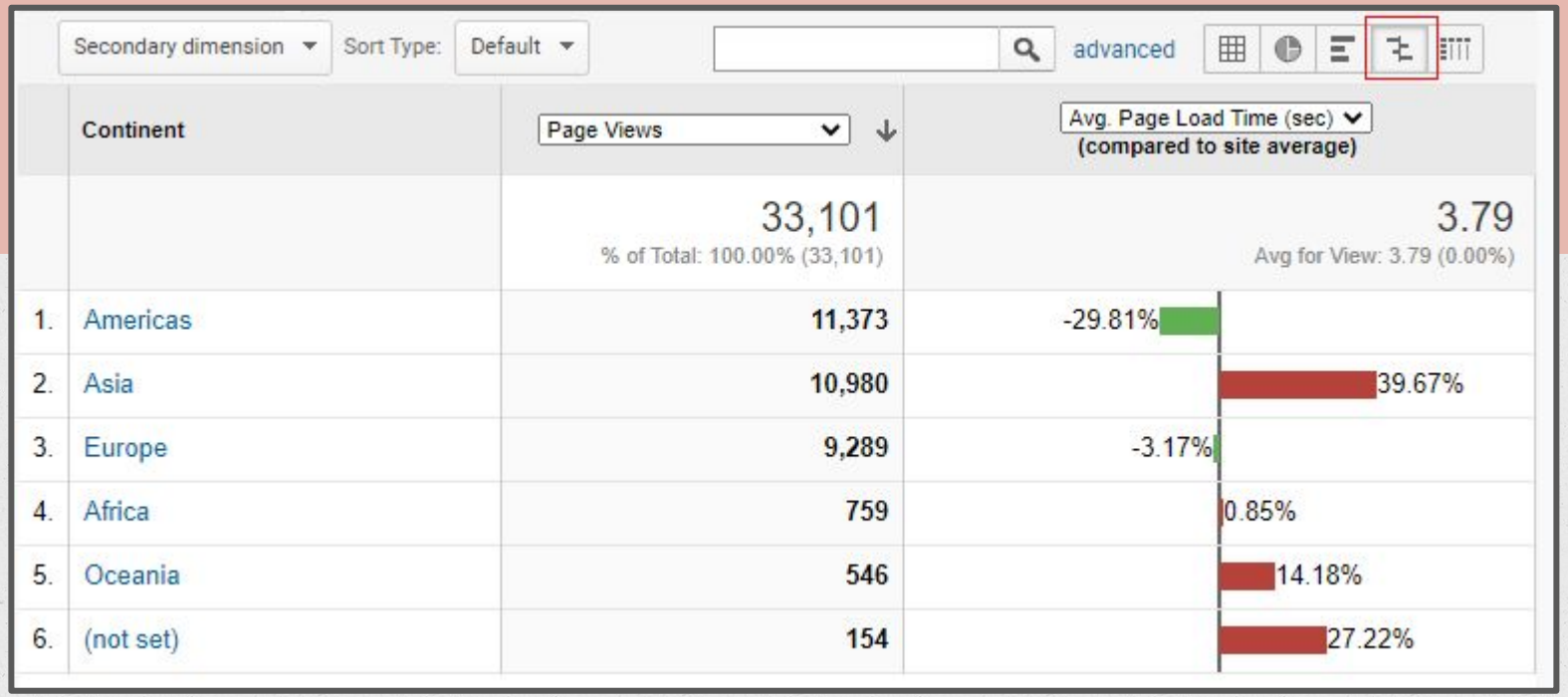
## QUICK TIP

Remember, chrome (and probably other browsers) can emulate different network speeds for testing purposes

We also have 'network' tab inside of inspector which can be helpful when trying to find out which resources take up a lot of time to load

## LET’S LOOK AT SOME EXAMPLES

# BAD EXAMPLES: LONGER LOAD TIMES



# 🎉 QUIZ TIME 🎉

PREPARE A PEN & PAPER PLEASE

POST YOUR ANSWERS INSIDE OF #CHATTER CHANNEL

.. AND KEEP COUNTING YOUR POINTS
(pen & paper)

LET’S GO!

Semantic HTML?

👍 or 👎

1 point for correct
-1 point for incorrect

```
<div>Report an Error</div>
```

Good hyperlink text?

👍 or 👎

1 point for correct
-1 point for incorrect

Click here

Read more..

Buy tickets to Mars here

- People with a broken arm
- People with a heavy accent
- People with hearing loss

**Audio and Video captions will mostly benefit...**

👀

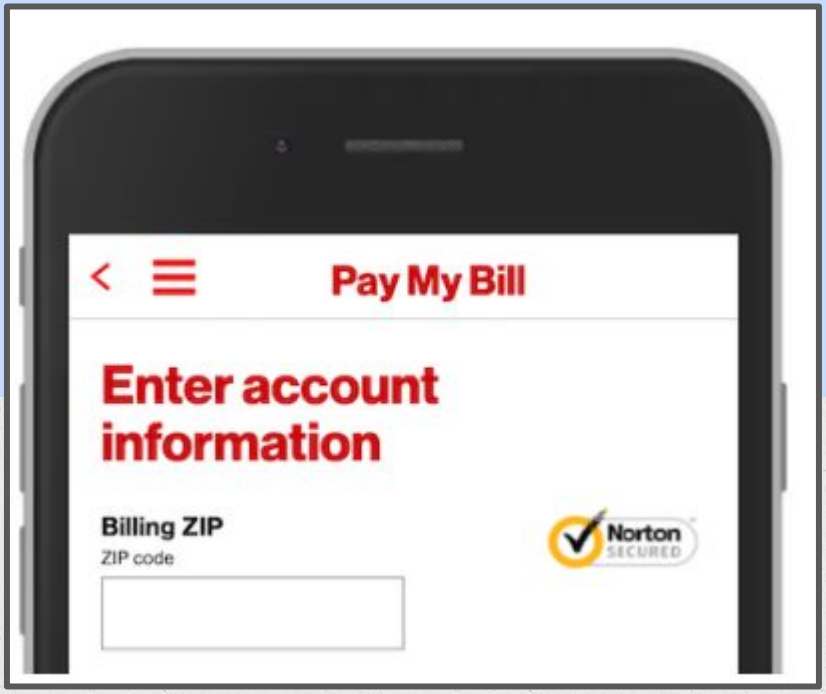
**1 point for correct**
**-1 point for incorrect**

**Hamburger icon should be a:**
**<buton> or <a>**

👀

**Bonus points:**
**What are we using at the moment?**

**1 point for correct**
**-1 point for incorrect**




**What is wrong with the input field?**

👀

**1 point for correct**
**-1 point for incorrect**

## How many points have you scored?

# THANK YOU FOR JOINING TONIGHT

created by: Likii

Used as a guide for
Junior Developer Group