

AAC Design Principles (Draft 1, 2024 February 12)

To help guide the full design document, this is an attempt to summarise principles to consider:

1. Colours - 'Duotones and High-contrast.' To provide colour contrasts for 'better' visibility a binary schema can be used. The default is Black on White (although some users prefer this 'transposed'). Other commonly used colour pairs are Black & Yellow, Black & Red, White & Blue, White & Green, and Blue & Yellow. This is set by the user's preferences.
2. Fonts - 'Types and Sizes.' Generally, *Sans Serif* typefaces (e.g. Arial, Helvetica, Roboto, Open sans) are 'more readable' on a phone even in 'smaller' sizes. When possible, the default size is at least 16 pts. This should be able to be set by the user and 'some kind of preview' should be provided.
3. Navigation - Simplicity and Consistency. To aid all users (particularly visually impaired ones), as 'few' pages should be used, and each should have the same number of sections and the top and bottom are always the same size. Moreover, a 'listen alternative' should be provided on all pages to allow for 'audio descriptions' and aid in the location of items.
4. 'Clickable Elements' - buttons, menus, etc. Aside from making these 'easy' to select (so as 'large' as possible and positioned 'surrounded by the most whitespace' to try and avoid 'mis-hits'). As much as possible, these are 'dynamic' and 'influenced' by the preferences set by the user.