

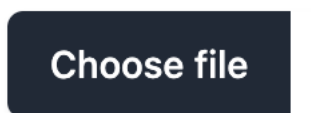
Universal Design

1. When it comes to universal design in the context of webpages we need to think about text-sizes (for people with reduced vision, colorblindness etc.) Further we need think about menu-layouts, make them easy to understand. Responsive-design, we should make webpages fit large desktop-screens to small mobile-screens.

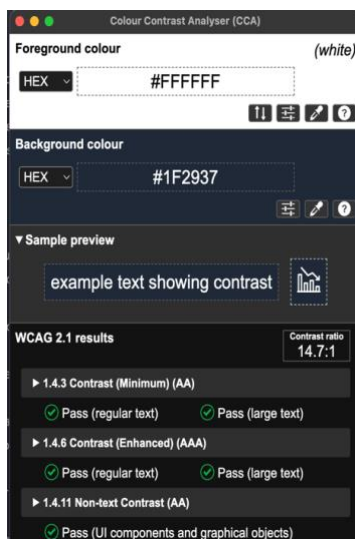
Multimedia content, we need to provide transcriptions or sign language interpretation for audio and video content.

2. Contrast in UD is about ensuring that text and elements on a webpage are clearly visible and stand out from the background of the page, so the content is easy to see and read. This includes following WCAG guidelines, use tools like (Color-Contrast-Analyzer) to check the visibility on your buttons, fields etc.

For example this button from my project.



Got this result:



3. When you implement an image-tag on a webpage there are some things you should think about, like alternative text (alt="") that describes what the image represent. Image-quality should be good but optimized to not slow down the page, images should also be responsive. We should also have good naming conventions (example if images do not get loaded, the filename should be describing)
4. Semantic coding is important! It helps technologies like screen-readers etc. to easily navigate through your page. SEO (Search Engine Optimization) Search-engines favors pages that make use of correct semantic coding, this means that your page appears better in results on e.g. Google.
5. Usability refers to how easily and intuitively users can interact with your webpage. It focuses on the user's experience of using your product/webpage. Some Examples are that your webpage should be easy to use concisely. The webpage should be accessible to users with different abilities and in different contexts, this includes following the principles of UD, such as supporting screen readers and ensuring correct use of contrasts.