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Activity 1 Unity 4

Content Table

PRINCIPLE 1. PERCEIVABLE DESIGN

- **Colour contrast :** We need to have in mind that we have to contrast between interactive elements for example the buttons, backgrounds, divs. Also if we use a lot of white in our background we can implement an dark mode
- **Adaptability of the text :** To have a total control of our text we can use relative units for example the rem or the em, have an responsive design to adjust some display of elements in the desktop/phone our in-between model, and test the models.
- **Contrast and present information :** Is very important for the sensitive people to have control in the media that can move, flash, autoplay or can damage our accessible model. To have this we can avoid continuous animations or use controls to let the user manage their experiences.
- **Contrast without technology :** We can use simple ways to differentiate elements instead of using colors for color blind people, we can use underlined texts, icons and other forms to have a more accessible layout of information.
- **Sense of information :** To structure the priority of the text we can have a hierarchy display. In order of the bigger the text is, the more relevant it is. Isn't the same the header of a news item that the parameters of what the password must need to be correct.

PRINCIPLE 2. OPERABLE DESIGN

- **Keyboard :** Set up keyboard navigation so users can use the `Tab` key to move between input fields on forms, especially on the login page, and enable the `Enter` key to submit the form. This will allow users who rely on keyboard navigation, such as those with motor disabilities or those who prefer not to use a mouse, to log in seamlessly.
- **Sufficient time :** Add a pause button to the 3D whale model on the homepage, which will allow users to stop the animation and examine all available information at their own pace. This is particularly helpful for users who need extra time to process visual content or for those who may find constant movement distracting.
- **Flashes and blinking :** To prevent any sudden flashes or high-contrast blinks that could be harmful or uncomfortable for users, particularly those with photosensitivity, introduce smooth, gradual transitions in animations. This avoids the potential for triggering discomfort or even seizures in users who are sensitive to rapid visual changes.
- **Intuitive navigation :** Make sure users can always see which section they are currently in by placing clear markers in the header or prominently displaying the section name. This helps users stay oriented, reducing the chances of getting lost, and supports an efficient browsing experience, especially for users with cognitive disabilities.
- **Search navigation :** Implement a search feature with filtering options to make it easy for users to find specific content in sections such as "News," "Around the Whale," or "Portfolio." Allow filters based on criteria like date and name, helping users locate information quickly and navigate directly to the content they need.
- **Consistent navigation :** Keep the header and footer design steady across all pages, with minimal variation. This way, users can quickly become familiar with the layout, allowing them to navigate with confidence, knowing where key elements will always be located. This consistency enhances user comfort and efficiency.

PRINCIPLE 3. UNDERSTANDABLE DESIGN

- **Clear language :** Use clear language in the titles and navigation bars, such as "Log In" and Username". This helps users quickly understand the purpose of the sections.
- **Predictability :** The structure of the navigation menu must be predictable, with clearly labeled links such as "Inici" and "Portfolio". Users can anticipate that by clicking on these links. The iconography, such as the house icon for "Inici" helps users quickly recognize the functions of each link.
- **Data entry :** Use examples with information in forms, for example to Log In. Use clear examples, use placeholder text within the input fields, like "username" on the input username or "Password" on the input password. Write a text indicating the expected format.
- **Error identification:** Is important to explain the errors. For example an incorrect username or an empty password. It is important that if there is an error, the system clearly indicates it. We can implement a message that appears in red just below the submit button.
- **Consistency:** We need to maintain consistent presentations. Using the same style icons and layout across all pages. This helps users become familiar with the interface.

PRINCIPLE 4. ROBUST DESIGN

- **Compatibility with assistive technologies :** In some elements of the website we can implement aria-label, for example our headers, lateral menus, the main link that returns in every second page to the home one,etc…
- **Browser support** : We can test a lot of web browsers and check if there is any difference (than can alter the perspective or3 the functionality) to change it.
- **Change detection :** In this section we can implement some things to improve the user feedback for example when users publish news/technical data it will show a pop-up showing a message that the new information have been uploaded