Annotated Bibliography: Accessibility UX/UI Design

Noelynn Faith Batalingaya

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References

[1] Cynthia L. Bennett and Shiri Azenkot. Inclusive design beyond the margins: Insights for research and practice. In *Proceedings of the ACM Conference on Designing Interactive Systems (DIS)*, 2018.

Bennett and Azenkot challenge designers to move beyond simple accessibility checklists by considering the lived experiences of marginalized users. This paper pushes me to think of accessibility as a deeper design philosophy about equity and empathy, not just compliance with guidelines.

[2] Yufei Chen, Han Wu, and Ruijie Wang. Assessing accessibility levels in mobile applications from figma templates. In *Proceedings of the CHI Conference on Human Factors in Computing Systems*, 2024.

This article evaluates accessibility issues in mobile apps by analyzing their Figma templates. Using automated tools and design heuristics, the study shows how many accessibility problems can already be identified before development begins. For my project, this demonstrates practical, design-centered methods for integrating accessibility into UX workflows.A limitation is that static analysis will miss interactive behavior (focus order, reading order, announcements), so I will pair it with runtime testing later.

[3] Jingyi Huang, Walter S. Lasecki, and Liangjie Feng. Beyond the guidelines: Assessing accessibility in figma prototypes. In *Proceedings of the CHI Conference on Human Factors in Computing Systems*, 2024.

This paper investigates how designers can identify accessibility issues early in the design process using Figma prototypes. The authors develop methods to assess digital accessibility directly from mockups, bridging a common gap between design and implementation. The study is credible because it was presented at CHI, a top peer-reviewed HCI conference. For my project, this source is especially useful as it highlights how accessibility needs to be embedded at

the earliest stages of UX/UI work rather than left as an afterthought.It also helps me explain why early checks matter from a time and quality perspective. The authors are transparent about limits: static prototypes cannot reveal keyboard focus order, timing, or screen reader output. I will plan a Phase 2 with code-level testing to cover those behaviors. In short, this paper supports treating accessibility as part of the design brief, not a last-minute pass, and it gives me actionable steps to start doing that now.

[4] Wei Shi and Leah Findlater. "it could be better, it could be worse": Understanding accessibility in ux practice with implications for industry and education. In *Proceedings of the CHI Conference on Human Factors in Computing Systems*, 2023.

This study presents interviews with UX professionals/practitioners to examine how accessibility is integrated into everyday practice. The authors highlight challenges such as lack of organizational support, limited time, and uneven training in accessibility. Despite these challenges, the study identifies opportunities for improving both industry practices and academic preparation. This is highly relevant to my research as it connects accessibility theory to real-world UX practice.

[5] Amanda Smith, Rui Zhao, and Elena Martinez. Bridging inclusive design and ux education: Teaching accessibility as a core design skill. In *Proceedings of the CHI Conference on Human Factors in Computing Systems*, 2024.

This paper explores how accessibility and inclusive design are taught in UX and HCI education. The study identifies gaps in preparing students for inclusive practice. For my project, this is valuable because it connects accessibility challenges in industry back to how designers are trained in the first place.