Usability and Accessibility Report

# Introduction

In this report I am going to cover what Usability and Accessibility is and how I plan to ensure that the application I am going to develop has both good usability and is accessible. Usability being how the application works and the efficiency in which users will be able to use it, and accessibility is how accessible the application is to everyone regardless of if the are able or if they have disabilities which might impair their use of certain services.

# Usability

When aiming to develop anything that has good usability you need to make sure you consider the learning curve of being a first-time user. An application for example that has good usability should be simple to start using straight away and should have clear easy to follow help on how it works. You should also take into consideration how memorable it is. If someone has not used it in a while, they should be able to return and use it like they never left.

When it comes to the application I plan to develop. I plan to have a well laid out home page accessible to all user that clear explains what the aim of the application is and information about it, and another describing how the app works. The goal of these sections will be to:

* Work as a map to the application
* Help users limit the number of errors they make
* Minimize the time needed to work out how the application works

By achieving these goals, I aim to maximize user satisfaction

# Accessibility

Accessibility is working out how to make the application you are building accessible to everyone regardless of any impairment they might have. You need to take things into consideration such as:

* colour for anyone who might be colour blind
* text size for anyone who might be hard of seeing
* also, for people hard of seeing you might have audio description or text to speech
* if you have any audio, do you involve subtitles for anyone who is hard of hearing

In my application problems like text to speech, subtitles, and audio descriptions are common with most browsers and devices but I will have to take these into consideration when I am evaluating my application. If there are devices or browsers which do not provide appropriate services and do not work well with the application, I plan to inform users on recommended platforms. I plan to use a text size which is neither to big nor to small to create an easy-to-read product. I also need to ensure that the text colour does not get impaired by the background colours.

# Conclusion

In conclusion if you make something you want to market to the public you want to pay attention to both its accessibility and usability. Its Usability can ensure that you can create a popular easy to use product that others will be happy with and will conduct the job for which it the application was intended. Its accessibility will ensure that you will not exclude anyone from using your application. I aim to take both these concepts on board when creating my application and create a usable and accessible application. The colour of text I have used in my design should remain visible no matter what position of my application I have put it on, and the text size and font should ensure that they are easy to read. I have so far planned to design my application to work well with chrome as I feel it should help with the accessibility of my application.