Accessibility Research

<https://www.tableau.com/en-gb/about/blog/2016/4/examining-data-viz-rules-dont-use-red-green-together-53463-0>

Reds and greens should not be used together as typically these are the colours that people that have CVD can mix up as they look very similar. This is especially a problem for my app that uses these colours so specify good/bad. Changing these colours could be vital for people with colour sight problems, Blue and red could be a lot better, as people with CVD can typically see blue, whereas red and green merge together. Pink is another colour that could be used as it is more easily differentiated for most people compared to reds, greens and blues. I could also have a setting to change the good/bad colour to custom ones. This would cater to everyone so might be the best option.

<https://www.levelaccess.com/understanding-assistive-technology-how-do-people-with-mobility-disabilities-use-technology/>

While a lot of these don’t apply as the app is just for mobile devices, some of these can be applied. For instance, the orientation, on my app the orientation can’t be changed, however it might be better for some people if the app also works in landscape. No gestures have been used, so this isn’t a problem. I knew that gestures can be hard for some people to do and sometimes aren’t very intuitive, so leaving them out was a better option.

<https://medium.com/oberonamsterdam/how-to-create-an-accessible-app-and-why-you-should-5493f41f8bdb>

This article has very useful information on what makes an app actually accessible. Even something as easy as simplifying a paragraph or changing a colour could make the app significantly more usability for some users. Looking into suitable fonts could also be a good idea as well as adding content descriptions to images so that text to speech reads out the images too.