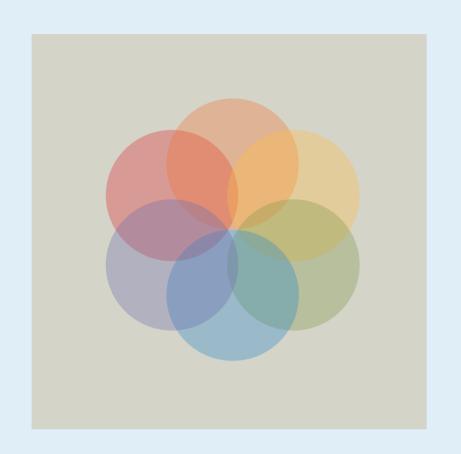
Designing for accessibility

















Designing for users on the autistic spectrum



Do...

Don't...

use simple colours



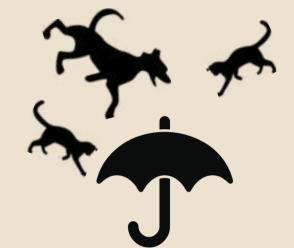
use bright contrasting colours



write in plain language

Do this

use figures of speech and idioms



use simple sentences and bullets



create a wall of text



make buttons descriptive



make buttons vague and unpredictable



build simple and consistent layouts



build complex and cluttered layouts







Designing for users of screen readers



Do...

Don't...

describe images and provide transcripts for video



only show information in an image or video



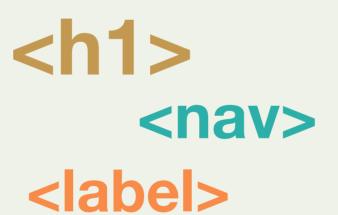
follow a linear logical layout



spread content all over a page



structure content using HTML5



rely on text size and placement for structure



build for keyboard use only



force mouse or screen use



write descriptive links and headings

Contact us

write uninformative links and headings

Click here





Designing for users with low vision



Do...

Don't...

use good colour contrasts and a readable font size



use low colour contrasts and small font size



publish all information on web pages



bury information in downloads



use a combination of colour, shapes and text



only use colour to convey meaning



follow a linear, logical layout



spread content all over a page



put buttons and notifications in context



separate actions from their context







Designing for users with dyslexia



Do...

Don't...

use images and diagrams to support text



use large blocks of heavy text



align text to the left and keep a consistent layout



underline words, use italics or write in capitals



consider producing materials in other formats (for example audio or video)



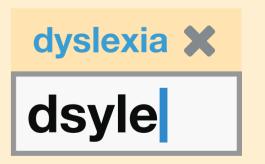
force users to remember things from previous pages - give reminders and prompts



keep content short, clear and simple



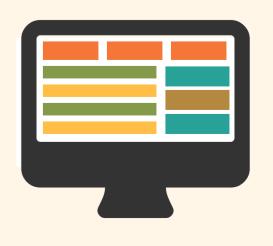
rely on accurate spelling - use autocorrect or provide suggestions



let users change the contrast between background and text



put too much information in one place







Designing for users with physical or motor disabilities



Do...

Don't...

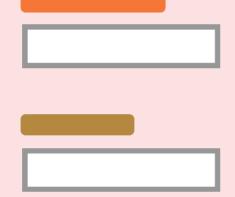
make large clickable actions



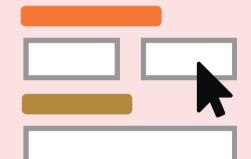
demand precision



give clickable elements space



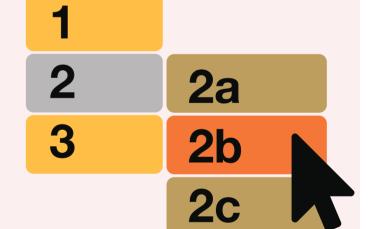
bunch interactions together



design for keyboard or speech only use



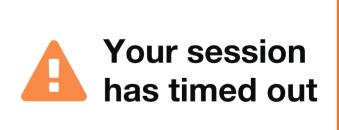
make dynamic content that requires a lot of mouse movement



design with mobile and touchscreen in mind



have short time out windows



provide shortcuts

Postcode	

Doctoodo

Find address

with lots of typing and scrolling

tire users







Designing for users who are deaf or hard of hearing



Do...

Don't...

write in plain language

Do this

use complicated words or figures of speech



use subtitles or provide transcripts for videos



put content in audio or video only



use a linear, logical layout



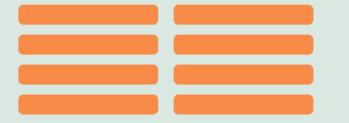
make complex layouts and menus



break up content with sub-headings, images and videos



make users read long blocks of content



let users ask for their preferred communication support when booking appointments



make telephone the only means of contact for users







Designing for users with anxiety



Do...

Don't...

give users enough time to complete an action



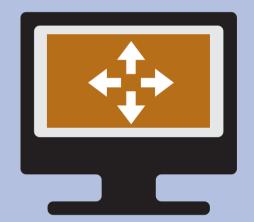
rush users or set impractical time limits



explain what will happen after completing a service



leave users confused about next steps or timeframes



make important information clear



leave users uncertain about the consequences of their actions



give users the support they need to complete a service



make support or help hard to access



let users check their answers before they submit them



leave users questioning what answers they gave





