PART ONE: Alexander Hunt

* 1. Usability is a measure of effectiveness. It is important to have good usability because it will help users to better achieve their goals.
  2. Web accessibility is a critical element of universal usability.
  3. The most common method for achieving usability is user-centered design.
  4. Equitable Use, Flexibility in Use, Simple and Intuitive Use, and Perceptible Information are the four “universal design” principles.
  5. Ben Shneiderman defines universal usability as “having more than 90% of all households as successful users of information and communications services at least once a week.”
  6. The first step toward the goal of universal usability is to discard the notion that we are designing for a “typical” user.
  7. The guidelines that support adaption of usability are flexibility, user control, keyboard functionality, and text equivalents.
  8. It is important to identify the target audience because they are the group that is critical to the success of the website.
  9. The steps of the design cycle are firstly requirements, then design, then development, and lastly testing.
  10. Web accessibility means that websites, tools, and technologies are designed and developed so that people with disabilities can use them. It encompasses all disabilities that affect access to the web. Examples are auditory, cognitive, neurological, physical, speech, and visual disabilities.
  11. The components of web accessibility are Web content, User Agents, and Authoring tools.
  12. Firstly, w3c suggests to use descriptions, labels, and audio files to describe pictures, graphs, charts, diagrams, and illustrations. Secondly, It suggests to use text transcripts, or sign language video files for audio content. Lastly, it suggests to make the website easy to see and hear by creating sufficient contrast, use color, and make sure the website does not loose any information if the user changes the zoom level.