

# Presentación Grupo 07

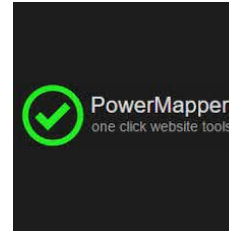
- Cabildo de Tenerife
- La ONCE



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# Validación automática de la accesibilidad

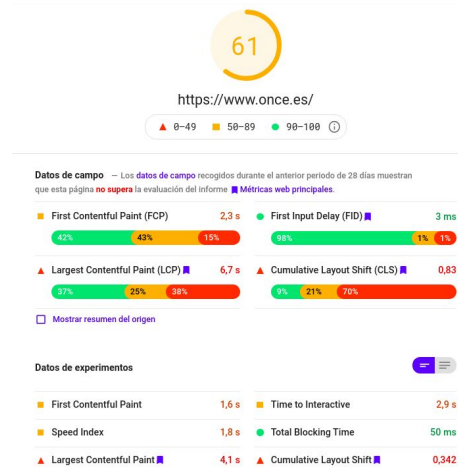
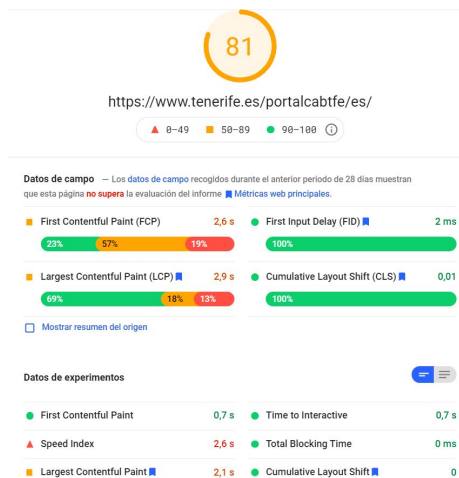
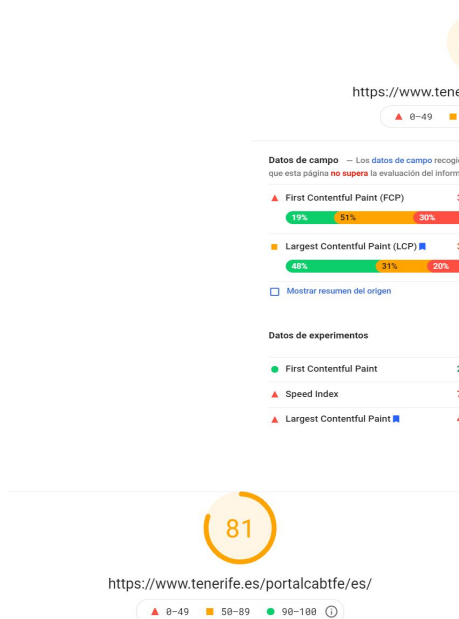
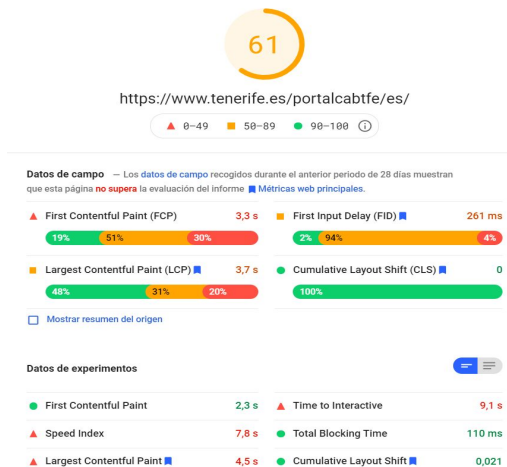
- Estudio comparativo
- Errores más comunes
- Herramienta más completa
- Herramienta a descartar



# Metodología de seguimiento Accesibilidad

Identificador	Nombre	Pregunta	Cabildo de Tenerife	La Once
2.1	Identificación de los cambios de idioma	¿Se identifican los cambios del idioma correctamente	✗	✓
2.2	Legibilidad y Contraste	¿El contraste entre el color del texto y el color de fondo es el suficiente con una utilización correcta de los estilos en línea para las propiedades de espaciado?	✗	✗
2.3	Maquetación adaptable	¿La maquetación del sitio web se adapta correctamente a diferentes tamaños de ventana o zoom?	✓	✓
2.4	Múltiples vías de navegación	¿Existe un mapa web o un buscador?	✓	✓
2.5	Independencia de dispositivo	¿Se respeta la visibilidad y el orden del foco del teclado, la orientación del dispositivo y los valores correctos de autocompletado en formularios?	✗	✗
2.6	Navegación consistente	¿El uso de los enlaces es consistente y el esperado por los usuarios?	⚠	✓

# Core Web Vitals



# Evaluación Heurística

1. Visibilidad del estado del sistema
2. Relación entre el sistema y el mundo real
3. Control y libertad del usuario
4. Consistencia y estándares
5. Prevención de errores
6. Reconocer antes que recordar
7. Flexibilidad y eficiencia de uso
8. Diseño estético y minimalista
9. Ayudar a los usuarios a reconocer, diagnosticar y corregir los errores
10. Ayuda y documentación

## 1 Visibility of System Status

Designs should keep users informed about what is going on, through appropriate, timely feedback.

Interactive mall maps have to show people where they currently are, to help them understand where to go next.

## 2 Match between System and the Real World

The design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.

Users can quickly understand which stovetop control maps to each heating element.

## 5 Error Prevention

Good error messages are important, but the best designs carefully prevent problems from occurring in the first place.

Guard rails on curvy mountain roads prevent drivers from falling off cliffs.

## 8 Aesthetic and Minimalist Design

Interfaces should not contain information which is irrelevant. Every extra unit of information is an interface competing with the relevant units of information.

A minimalist three-legged stool is still a place to sit.

Nielsen Norman Group

# Jakob's Ten Usability Heuristics

## 3 User Control and Freedom

Users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action.

Just like physical spaces, digital spaces need quick "emergency" exits too.

## 4 Consistency and Standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

Check in counters are usually located at the front of hotels, which meets expectations.

## 6 Recognition Rather Than Recall

Minimize the user's memory load by making elements, actions, and options visible. Avoid making users remember information.

People are likely to correctly answer "Is Lisbon the capital of Portugal?".

## 7 Flexibility and Efficiency of Use

Shortcuts – hidden from novice users – may speed up the interaction for the expert user.

Regular routes are listed on maps, but locals with more knowledge of the area can take shortcuts.

## 9 Recognize, Diagnose, and Recover from Errors

Error messages should be expressed in plain language (no error codes), precisely indicate the problem, and constructively suggest a solution.

Wrong way signs on the road remind drivers that they are heading in the wrong direction.

## 10 Help and Documentation

It's best if the design doesn't need any additional explanation. However, it may be necessary to provide documentation to help users complete their tasks.

Information kiosks at airports are easily recognizable and solve customers' problems in context and immediately.

NN/g

[www.nngroup.com/articles/ten-usability-heuristics/](http://www.nngroup.com/articles/ten-usability-heuristics/)

# Test de usuarios

- Aspectos de la web
- Distribución de contenidos
- Preguntas a añadir
- Preguntas a eliminar

