18 de febrero de 2021

Carlos Palacios Alonso

I.E.S Ribera de Castilla, 1º DAW

Práctica accesibilidad

Diseño de Interfaces Web

Índice

[1 Conceptos Básicos 2](#_Toc64557614)

[2 Diversidad de Usuarios 2](#_Toc64557615)

[3 Puntos Clave 2](#_Toc64557616)

[4 Ejemplo Web 2](#_Toc64557617)

[5 Testeo y Evaluación 2](#_Toc64557618)

[6 Herramientas de testeo y evaluación 2](#_Toc64557619)

# Conceptos Básicos

Broadly speaking, when we say a site is accessible, we mean that the site's content is available, and its functionality can be operated, by literally anyone.

Accessibility, then, refers to the experience of users who might be outside the narrow range of the "typical" user, who might access or interact with things differently than you expect. Specifically, it concerns users who are experiencing some type of impairment or disability — and bear in mind that that experience might be non-physical or temporary.

[Web Content Accessibility Guidelines (WCAG) 2.0](https://www.w3.org/TR/WCAG20/), a set of guidelines and best practices put together by accessibility experts to address what "accessibility" means in a methodical way.

WCAG is organized around four principles often called by the acronym POUR:

**Perceivable**: Can users perceive the content? This helps us keep in mind that just because something is perceivable with one sense, such as sight, that doesn't mean that all users can perceive it.

**Operable**: Can users use UI components and navigate the content? For example, something that requires a hover interaction cannot be operated by someone who can't use a mouse or touch screen.

**Understandable**: Can users understand the content? Can users understand the interface and is it consistent enough to avoid confusion?

**Robust**: Can the content be consumed by a wide variety of user agents (browsers)? Does it work with assistive technology?

# Diversidad de Usuarios

When learning about accessibility, it helps to have an understanding of the diverse range of users in the world and the kinds of accessibility topics that affect them.

Visual Impairments.

Hoy en día es inusual encontrarnos a alguien que no pueda ver por completo, aun así, hay una buena posibilidad de encontrarnos con personas que ven borroso o que tienen poca visiblidad. Tanto para unos como otros, son necesarias diferentes herramientas para poder navegar.

Lector de pantalla. Literalmente nos lee la pantalla.

Lector braille. Muestra la información del sitio web en braille.

Texto a voz. Transforma el texto a voz para poderlo oir.

Lupa. Aumenta el tamaño de una parte de la pantalla

Zoom del buscador. Aumenta el tamaño de las fuentes.

Modo de contraste alto. Como su nombre indica.

Motor Impairments

This group ranges all the way from those who would prefer not to use a mouse, because perhaps they've had some RSI or something and find it painful, to someone who may be physically paralyzed and have limited range of motion for certain parts of their body.

Este grupo puede utilizar un teclado, un switch device, control de voz o un dispositivo de eye-tracking para interactuar con el ordenador.

Hearing Impairments

This group can range from the profoundly deaf through to hard-of-hearing. And much like eyesight, our hearing tends to degrade with age. Many of us use common affordances like hearing aids to help us.

For hearing-impaired users we need to make sure that we're not relying on sound, so making sure to use things like video captions and transcripts, and providing some kind of alternative, if sound is part of the interface.

Cognitive Impairments

There's a range of cognitive conditions like ADD, Dyslexia, and Autism, which can mean that people want or need to access things differently. The accommodations for these groups are naturally extremely diverse, but we definitely find some overlap with other areas, like using zoom functionality to make reading or concentrating easier. Also, these users may find that really minimal design works best because it minimizes distraction and cognitive load.

<table>

<tbody><tr>

<th></th>

<th>Situational</th>

<th>Temporary</th>

<th>Permanent</th>

</tr>

<tr>

<th>Visual</th>

<td></td>

<td>concussion</td>

<td>blindness</td>

</tr>

<tr>

<th>Motor</th>

<td>holding a baby</td>

<td>broken arm, RSI\*</td>

<td>RSI\*</td>

</tr>

<tr>

<th>Hearing</th>

<td>noisy office</td>

<td></td>

<td></td>

</tr>

<tr>

<th>Cognitive</th>

<td></td>

<td>concussion</td>

<td></td>

</tr>

</tbody></table>

\*Repetitive Strain Injury: e.g., carpal tunnel syndrome, tennis elbow, trigger finger

# Puntos Clave

Focos.

Semántica.

Estilos (Aria).

# Ejemplo Web

# Testeo y Evaluación

# Herramientas de testeo y evaluación