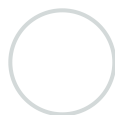⋮

To-Do Date: Aug 4

1    1

## Lecture 11: Design Principles
**Erin Ashley Sheets**

All Sections

# To do:

1. **Watch today's lecture here** **(https://cpslo-my.sharepoint.com/:v:/g/personal/easheets_calpoly_edu/EXdlgVSqFbpMnIYcABiSaSlB1QWKQ4JGENoJeYlTdbLcwg?e=Lym3cm)**

2. Take the lecture quiz to help you stay engaged and catch important concepts.

3. Today's lab is on your own. You'll be conduct user tests of your prototype.

| Search entries or author | Unread | ↑ | ↓ | | ✓ **Subscribe** |

↩ **Reply**

○

(https:/                **Erin Ashley Sheets** (https://canvas.calpoly.edu/courses/25273/users/24142)          ⋮
                         Jul 14, 2020

Thought this was fun and worth sharing, a nice overview of some of the principles in today's lecture. While these principles are important for designing accessible products for those on the autistic spectrum, these are good principles that lead to a better experience for all users.

# 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 | Attach files | make buttons vague and unpredictable | Click here! |
| build simple and consistent layouts | | build complex and cluttered layouts | |

↩ **Reply**