

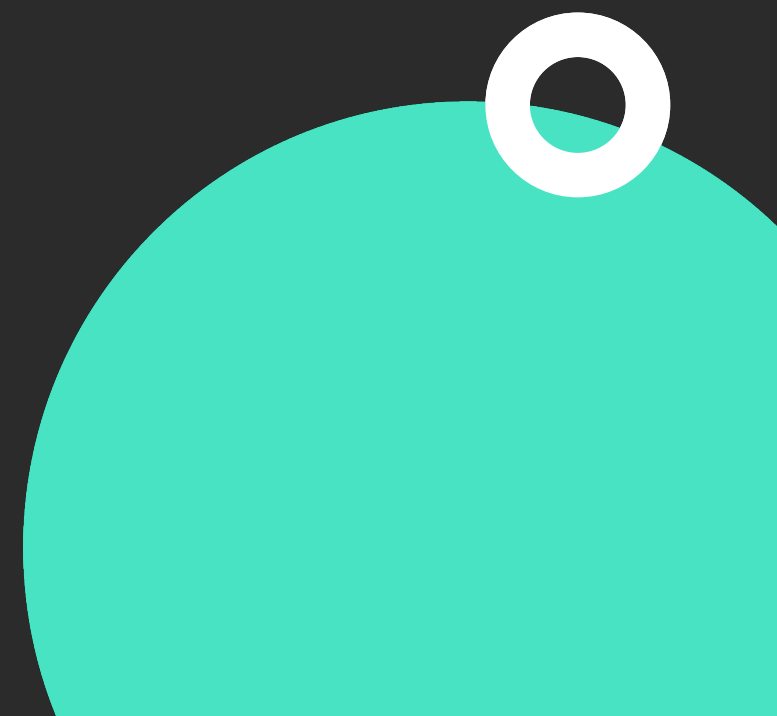


Accessibility in Android Jetpack Compose: Summary



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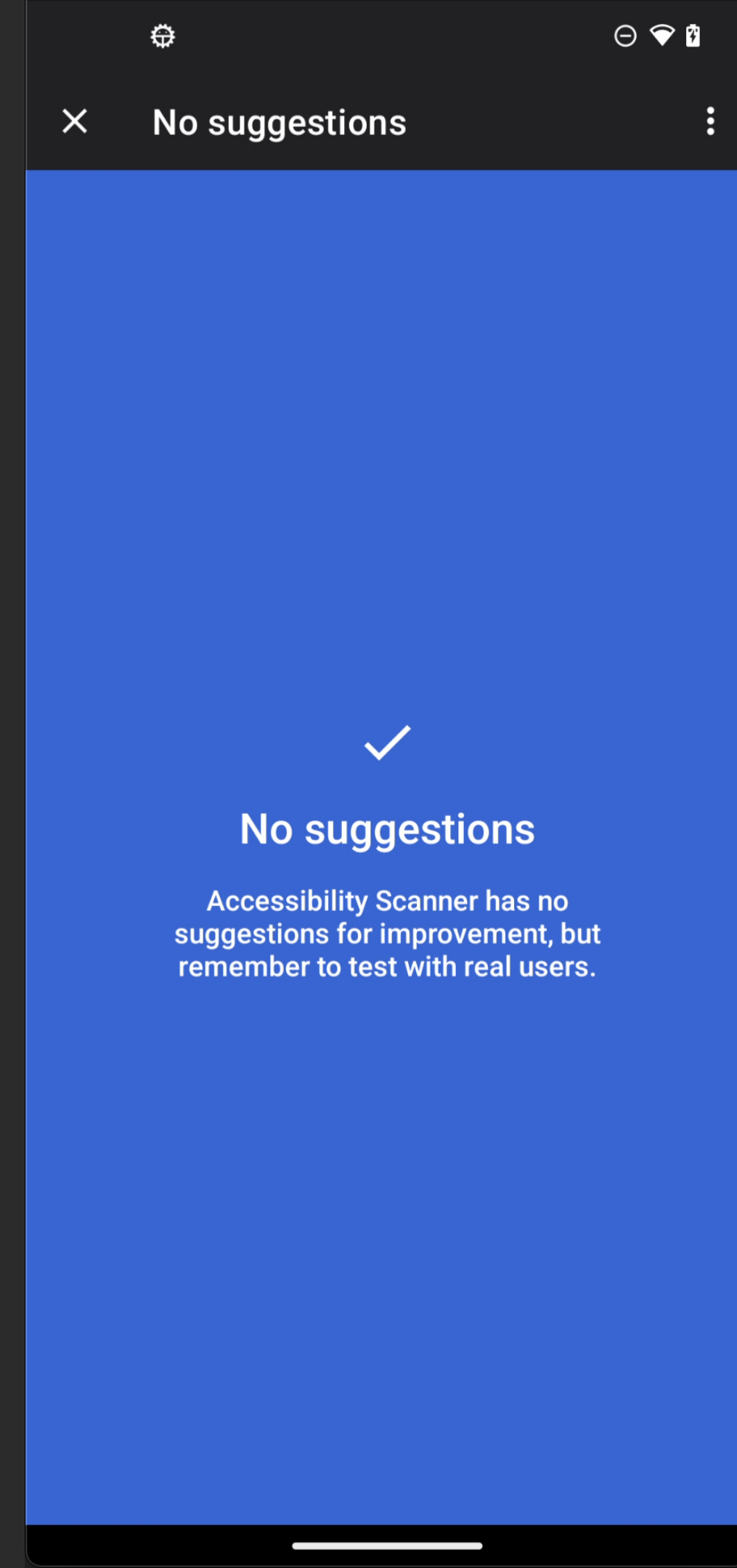
Section Overview

- Testing with users
- Prioritizing accessibility issues
- Going further



Testing with users

- The best tests:
 - Involve a variety of users
 - Who have different needs
 - Record the user and the device
- Things to avoid
 - Making assumptions about people “If I were ...”
 - Making a different experience based assistive technology



Prioritizing Accessibility Issues

- Have a scale
 - **Blockers:**
 - Prevent certain users from using the app
 - Can cause **harm**
 - **Hurdles**
 - Make it difficult to use the app
 - E.g. no actions or headings
- Keep in mind that user **needs** are different from **user preferences**.
 - Focus on addressing known barriers
 - Safety nets are not built because every uses them, but of the impact of their absence when they are required
 - Use standard API's as much as possible – e.g. buttons



Learn more about accessibility

- [Web Content Accessibility Guidelines](#)
- [Android Accessibility by Tutorials](#) by Viktoria Gonda
- Universal design principles
 - Equitable use
 - Flexibility of use
 - Simple and intuitive use
 - Perceptible information
 - Fault tolerant
 - Low physical effort
 - Size and space for approach



Section Summary

- The more you do it, the better you will be
- Prioritizing user ethical interfaces and user safety is the key
- Progress over perfection
- The benefits will be
 - more robust products
 - fewer usability regressions
 - more opportunities for innovation
 - long term business success
 - Microsoft (1975), Apple (1976), Sony (1946), Samsung (1938)





World Domination

Up Next





Thank you

