# The Accessibility of Smith Foodie Presentation

### Author's note:

This document was my final presentation for my CSC 356 Accessible Computer Seminar, which I took during the Fall 2024 semester.

This document examines the accessibility of my Figma design for Smith Foodie through the perspective of what we learned in that class.

It provides a brief overview of:

- the limitations of the original system
- the strengths and limitations of my redesign
- my personal reflections

### Elena: Smith Dining Menu Website Redesign



This is the official Smith dining menu <u>website</u>.

### Common complaints:

- Hours for each dining hall not listed
- Doesn't include allergen/nutrition information
  - Additionally, people aren't aware of
    NetNutrition, which has this information
- "I don't like having to scroll past the announcements"
- "Font looks ugly"

# Elena: Smith Dining Menu Website Redesign

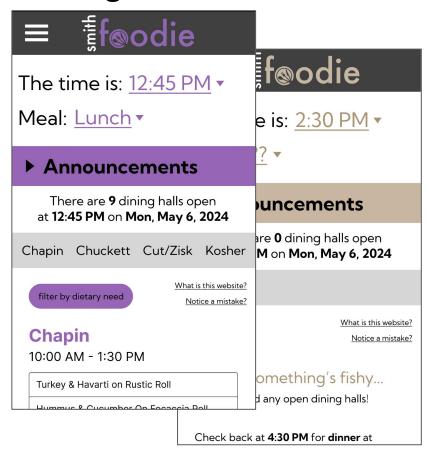
So I decided to redesign it last semester. Now I'm trying to see how accessible my redesign is.

### Pros:

- "The 'closing soon' feature is super cool!"
- "[This design is] much more logical to me than the current website and faster to get to what we're all actually looking for"

#### Cons:

 Color contrast doesn't meet AAA WCAG guidelines according to A11y plugin



Screenshots of my Figma design

## Elena: Smith Dining Menu Website Redesign

#### **REFLECTIONS:**

- My perspective as a designer is limited. Accessibility guidelines help me to widen my perspective and accommodate more people.
- Accessibility checkers for Figma design are limited. The ones I found mainly just check color contrast.

#### **DISABILITY JUSTICE PRINCIPLES:**

- **Leadership of those most impacted:** The students using the menus are the ones leading the redesign.
- **Cross-movement & Cross-disability solidarity:** We should consider many different perspectives while creating our designs to make them most accessible.
- Collective Access & Anti-capitalist Policies: The redesigned website will rely on the community and offer ways for the community to provide their input feedback, submitting mistakes/errors, adding code to open-source GitHub repo, etc.