

Differences are an asset that helps you make better decisions. People are drawn to like-mindedness, consensus, and agreement. It feels comfortable and takes less mental energy, but it doesn't always produce the best results.

# INCLUSION

means

## PROVIDING EQUAL ACCESS

Inclusion means providing equal access regardless of our differences. When we design with diversity in mind, we make people feel welcome and considered, which also boosts app engagement.

Class, Culture, Ethnicity, Language,  
Education, Political beliefs,  
Philosophical beliefs, Religion, Race,  
Gender, Sexual identity, Age, Abilities,  
Disabilities, Handedness, Body  
measurements, Environment,  
Location, Connectivity, Technology

There are many factors that  
influence our identity: ...

^ One of them is ability, which  
permanently impacts the  
experience for a meaningful  
percentage of the population.

- 23% presbyopia
- 14% have a disability
- 8% men are color blind
- 4% are visually impaired
- 1 in 4 US adults have one disability

And we are all affected by situational conditions, like bright sunlight, multitasking on the street, etc.

^ To accommodate all our users we want applications to be easy to use, in a word, accessible.

ACCESSIBLE

means

USABLE FOR EVERYONE



There are four major areas: motor, vision, hearing, and cognition.

^ Phones are amazing. Today a phone can see, read, speak, remember, and guide you if you are lost.

^ iOS provides many technologies to help our senses or to provide the same information in an alternative way. But actually two main technologies: Dynamic Type and VoiceOver.

# DYNAMIC TYPE VOICEOVER

Dynamic Type is important because we rely on visual information, and many people use glasses.

^ VoiceOver is important because it adds meta information that can be used by other assistive technologies.



⋮

🔍 Search Teamwork



# Welcome to Teamwork, Jano!

You currently have  
**no events** to attend  
for the day.



Activity





Search Teamwork



Welcome to  
Teamwork  
Jan



You have  
**no events** to attend  
for the day.



Activity



⋮

🔍 Search Teamwork



# Welcome to Teamwork, Jano!

You currently have  
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for the day.

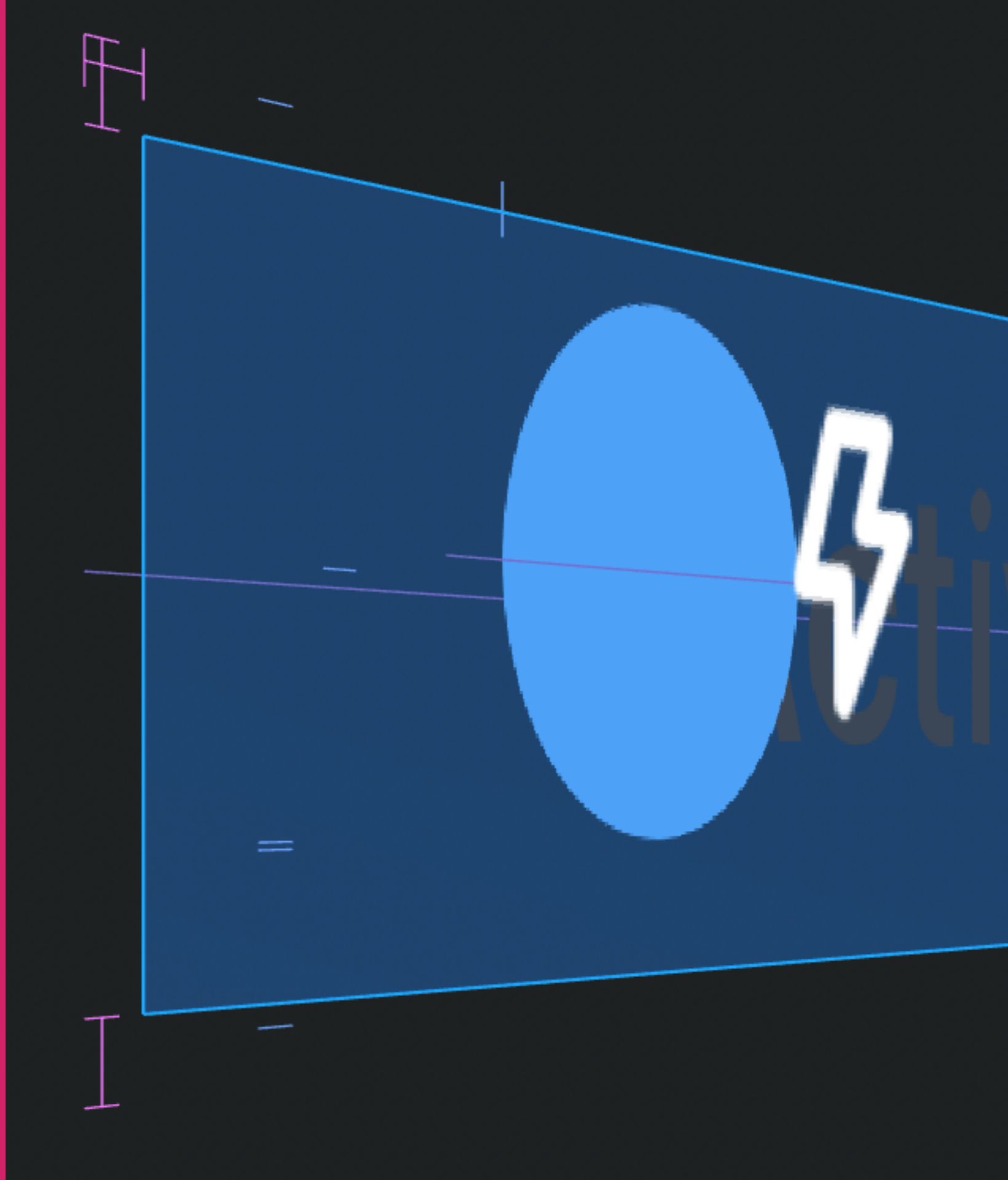


Activity

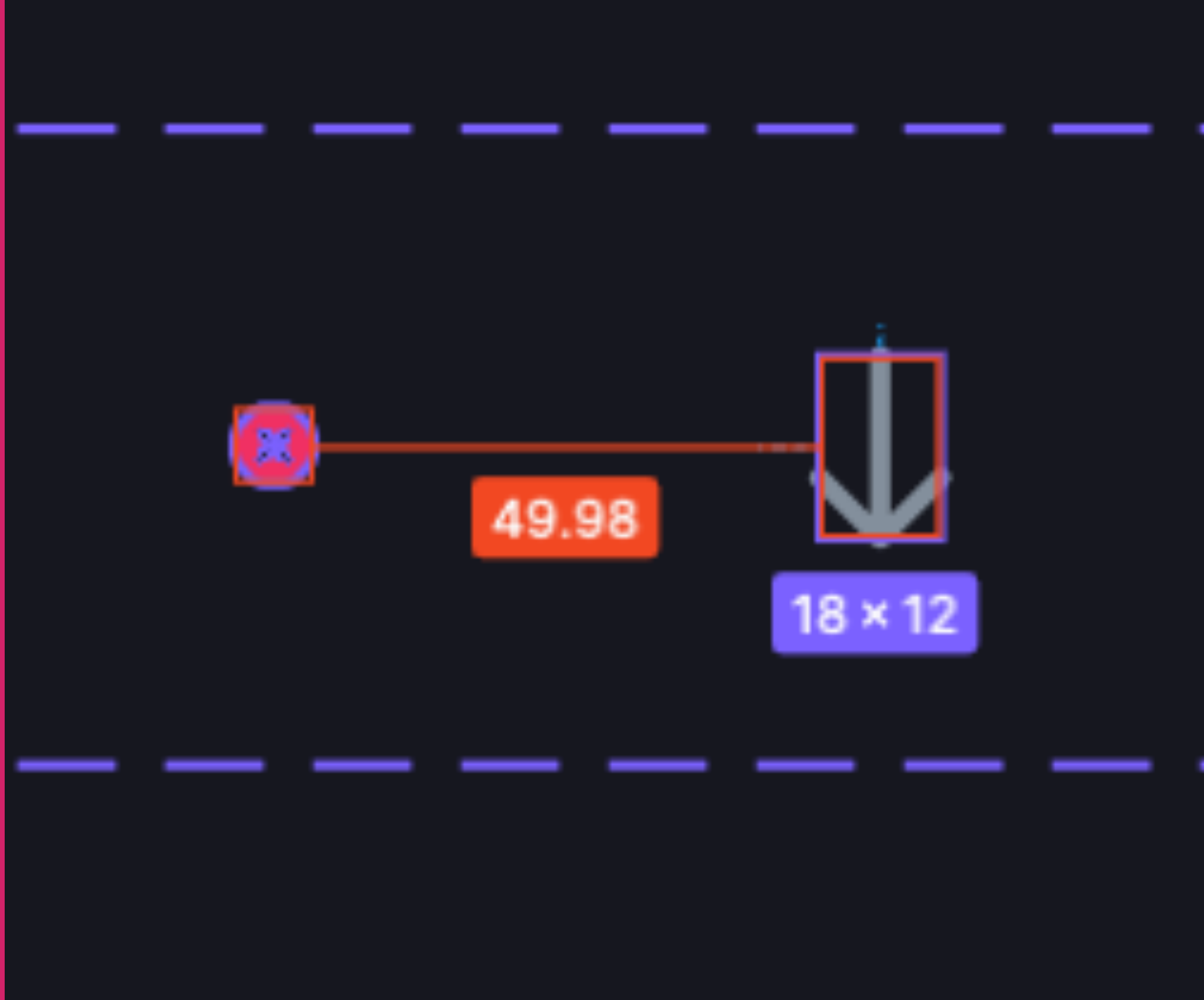


# ICONS

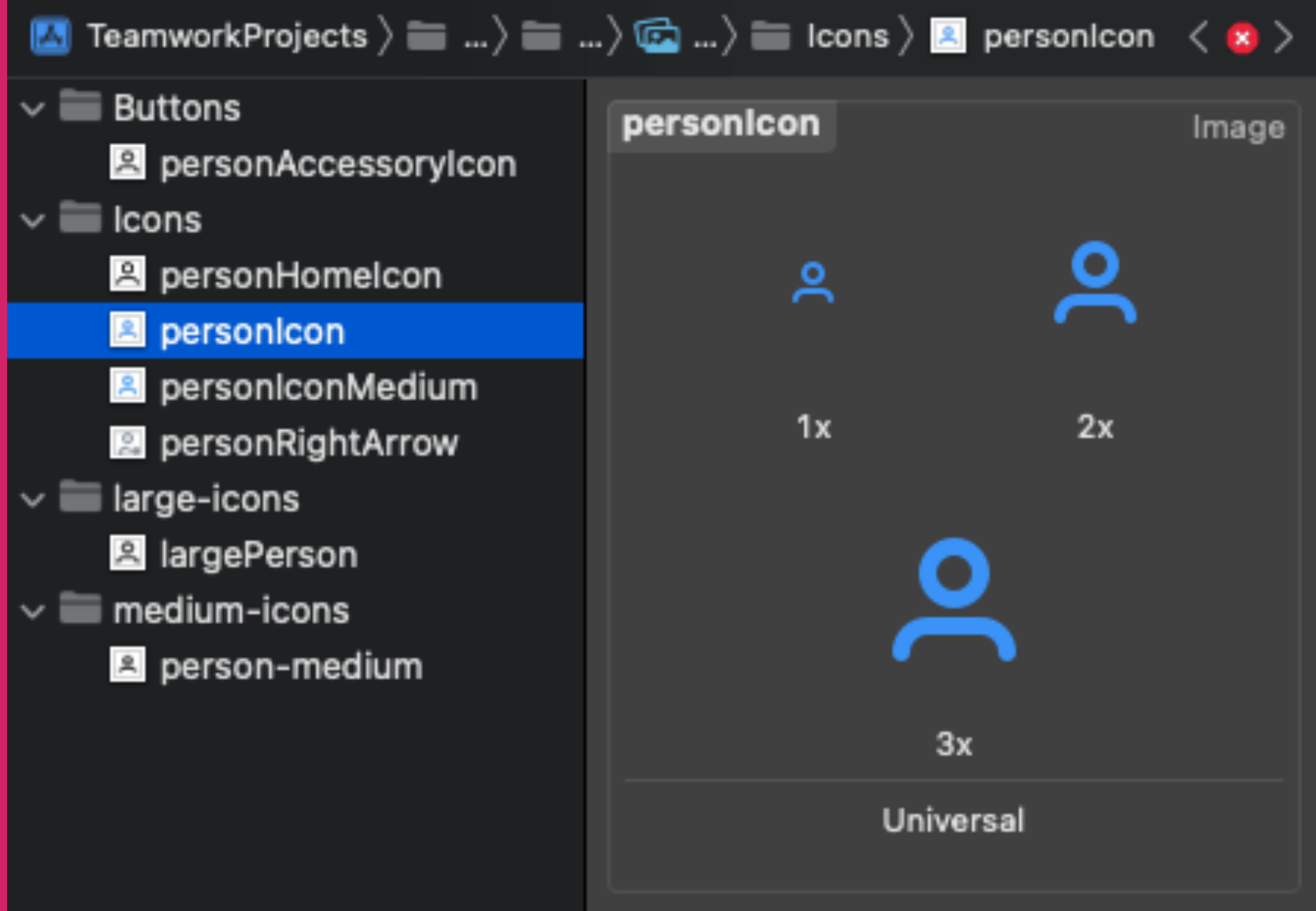
- regular padding
- vector images
- SF Symbols



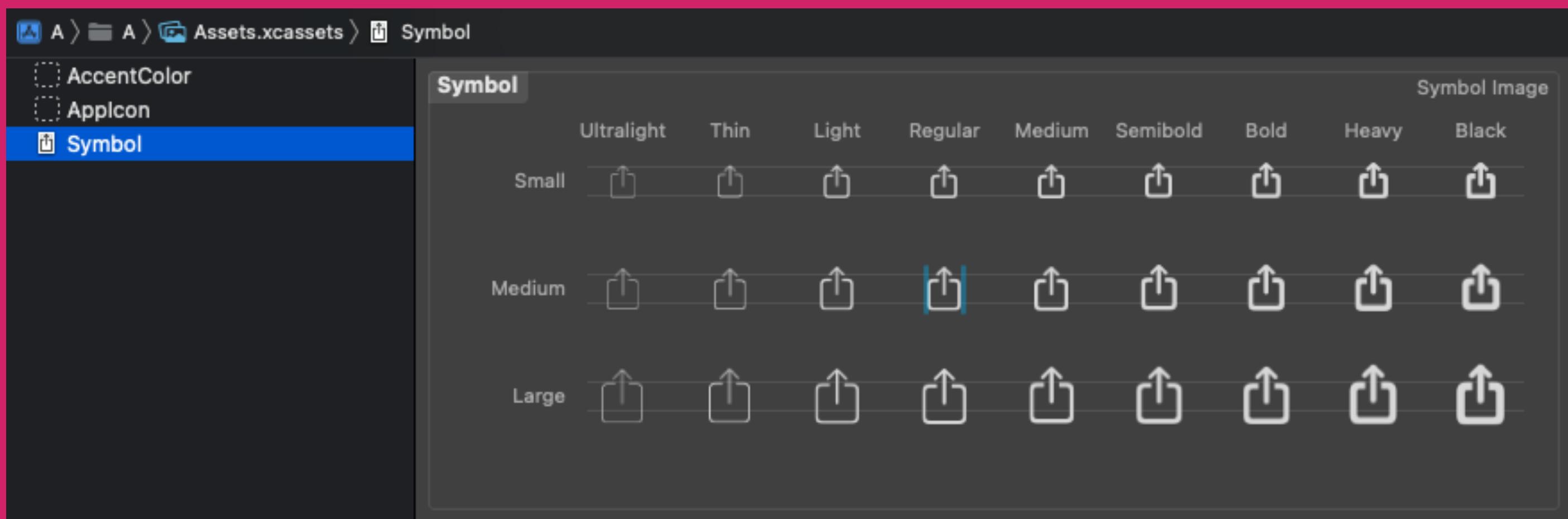
this icon is actually two views,  
and it doesn't look sharp when  
enlarged



in figma the padding is not regular



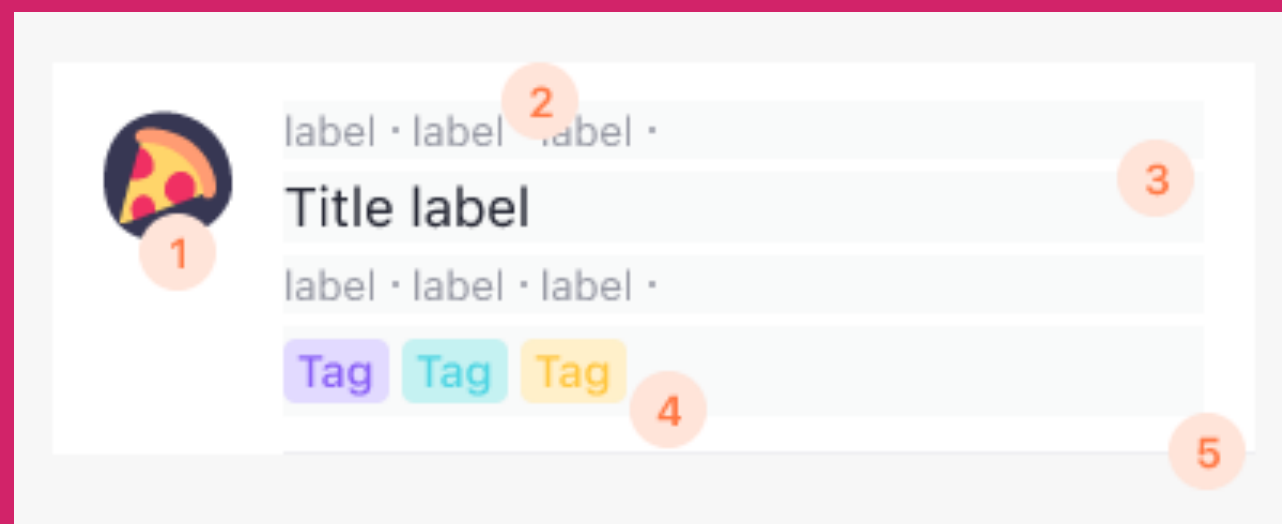
we have many similar icons  
instead one vector based icon



the solution is to create a vector-based icon  
^ ideally in a SF template. the only mandatory icon here is Regular-M. You can interpolate the others or revisit later. But basically export the template, put the icon in the middle, and export for template v1  
^ later SF templates have more capabilities and we can improve them to add colours, opacity and other features



# CONTENT FLOW



To support dynamic type we need self sizing views and textual content

^ But if there are images floating in certain positions, then I'm not sure

- collection view
- SwiftUI grid
- manual calculation
- different cell
- ignore it

There are several ways. It also depends whether there is scroll or not.

# APPLE TEXT STYLES

Without them we have to scale the existing fonts, match several heading sizes between them, see how it looks. It's better to start working with Apple styles, and let existing screens be.

# GATHER INFORMATION

```
isVoiceCaptioningEnabled: Bool  
isDarkerSystemColorsEnabled: Bool  
isGrayscaleEnabled: Bool  
isGuidedAccessEnabled: Bool  
isInvertColorsEnabled: Bool  
isMonoAudioEnabled: Bool  
isOnOffSwitchLabelsEnabled: Bool  
isReduceMotionEnabled: Bool  
isReduceTransparencyEnabled: Bool  
isShakeToUndoEnabled: Bool  
isSpeakScreenEnabled: Bool  
isSpeakSelectionEnabled: Bool  
isSwitchControlEnabled: Bool
```

# VOICEOVER

- label, hint, traits, frame, value
- group, reorder, hide

# IMPROVE NAVIGATION

- magic tap, escape, +/-
- custom actions
- custom rotors

TEST

The only way to check whether  
it works is to use it with eyes  
closed