r e f l e c t i o n **|** n o i t c e l f e r

During the design and development of my mobile app , which is used to apply for loans from *Kiva*, one of the obstacles I faced was determining how to present notifications in a way that is accessible to those with colorblindness. There are three primary types of color blindness, and I found red or blue on white to be preferred for those with visual impairments. I ended up using a dark blue notification dot against a light green background, in conjunction with red “NEW” text underneath the bell to indicate when a new notification has been received. This redundancy ensures greater inclusivity for the different types of potential users of the app. Another thing I learned was that there are great tools available online for free like the WebAIM Contrast Checker (n.d.) that can help you determine the contrast ratio of two colors to ensure they meet accessibility Web Content Accessibility Guidelines (WCAG) and the Web Accessibility Initiative (WAI) set forth by the World Wide Web Consortium (W3C) of a ratio of at least 3:1 for large text and 4.5:1 for small text (n.d.). Finally, during this project, I learned that apps design should include a culturally-aware user interface (UI), including the option for right-to-left (RTL) directionality of UI elements and locale-specific currency symbols; although, numerical values and brand logos should maintain their left-to-right (LTR) directionality.

Are UI/UX designers typically found in the game industry for things other than menus and similar components? What learning track for UI/UX future designers is recommended in 2024 and beyond? These are questions I have about UI/UX design at the moment.

After finishing the first project in this course, I wondered if developing for multiple platforms with various sized screen, which device type should you initially design for. I think the answer to this, although it will vary project to project, is to design for all devices throughout. But if you have to choose, I think it may be better to start with the design of a small screen in this situation, as you can discover the most critical information and UI components you would like to display to the user, as screen real-estate will be limited. In addition to this, it is always important to create app layouts that are responsive and adaptive to optimize user experience no matter the screen size (Android Developer, n.d.).

One of the most important design elements can be summed up with “inclusivity”. Design should be centered around the user and should consider people from all around the world with a vast range of different wants and needs. Using intentional color palettes, including options for RTL directionality of UI elements, and using redundancy are all ways to increase inclusivity and the user experience! I will take these lessons I have learned as I travel onward into the future of software development. Thanks for reading!

**References**:

World Wide Web Consortium (W3C). (n.d.). <https://www.w3.org/WAI/WCAG21/Understanding/contrast-minimum>.

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