

Preview of Week Three

What This Week Will Cover

- Using Media Queries with Grid
- Using Media Queries with Flex
- Media queries for Accessibility

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Media Queries for Accessibility

It isn't all about screen size

Reacting to User Preferences

- In addition to screen sizes, users may have certain preferences set on their machines.
- These might include:
 - Prefers reduced motion
 - Prefers contrast
 - Prefers color scheme

Prefers reduced motion

- You can disable animations altogether or offer a more subtle version.
- Valuable for users that experience motion sensitivities.
- Can also be integrated with Low Battery mode.
- [Example 1](#)
- [Example 2](#)

Prefers color scheme

- User can specify light or dark color scheme.
- Utilized by person's with vision issues AND people who may be using their device in a low/high light.
- [Example](#)

Prefers contrast

- User can specify no-preference, more, less, or custom for the color contrast.
- [Example](#)

Review

- Accessibility checks can improve the experience for all users, not just some.
- Good media queries can allow you to keep otherwise inaccessible components of your page by giving the user the power.
- Designing for accessibility means getting comfortable with using different operating systems and browsers.

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Accessibility Testing

Check Your Site As You Code

Accessibility Testing

- Think about your layout before you begin to code.
- Test your code as you write it – don't wait until the end.
- Your code should have no syntax errors before you start your CSS.
- Test your site frequently as you add CSS (or JavaScript)

Automated Testing

- Automated accessibility checkers are being released and updated constantly.
- It can be overwhelming - check out a list of resources from the W3 [Web Accessibility Evaluation Tools List](#).

Some I Have Seen/Used

- [WAVE Web Accessibility Evaluation Tools](#)
- [LERA - Website Accessibility Testing & Reporting Tool - Advancedbytez](#)
- [axe: Accessibility Testing Tools and Software](#)

A Note...

- Some of testing tools use personas – this is a fancy way of saying that they try to put a human face to the accessibility issue.
- Make sure that you are aware of issues with "trying on" a disability. We always want to be human-first.

Manual Testing

- Even the most sophisticated automated tools can not test for everything, so manual testing is needed.
- At a minimum, review the content, navigate with a keyboard, and use a screenreader.
- I have included some readings with more in-depth testing as well.

Intrigued?

- Accessibility should be at the base of any developer, but it can also be a field all into itself.
- Careers in accessibility are exploding and you do not need to be a professional coder to find your place in this growing field.

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