



## Accessibility. Tips for teams

# Designers

20% of users have a disability. Consider their needs and make better products for everyone. When designing your products use clear flexible designs, simple interactions, and don't assume everyone sees colour the same way.



Visit  
[abc.net.au/accessibility](https://abc.net.au/accessibility)

Version 2.0 - © ABC - July 2019

### ■ Readable text

Is typography clear and legible?



### ■ Obvious icons

Is the meaning of your icon clear?  
Does it need a text label?  
Have you used consistent alt text?



### ■ Labelled interactions

Are form fields, buttons, links and other interactions clearly and unambiguously labelled?



### ■ Media alternatives

Do videos have legible, noncompetitive captions?  
Is a text transcript placed close to the media player?



### ■ Downstream considerations

Have you conveyed content structure, sequence and states to developers?



### ■ Clear functionality

Is usage obvious, or are instructions and helpful messaging provided?



### ■ Explicit state changes

Is the state of dynamic interactions obvious?



### ■ Considered colour

Have you provided alternatives for colour?  
Used strong colour contrast?



### ■ Flexible presentation

Is content size and orientation flexible?



### ■ Focus feedback & order

Is mouse and keyboard focus easy to see?  
Have you outlined logical focus order for keyboard and screen reader users?



### ■ Generous tap targets

Are interactions sufficiently sized and spaced?



#### KEY



Reduced hearing



Low vision



Limited mobility



Blind



Cognitive impairment