**Discussion on Web Usability**

* Use acceptable quality audio, not to bad since users can’t listen to it well or too high quality where users won’t notice the differences and just waste the data.
* Only enable sound where applicable and users are expecting it.
* Notice the file type of audio, some file types are picky in an audio player.
* Use an adequate length of audio, not too short that the user can’t feel it or not too long where users will get bored.
* If audio requires manual play, place it where user can easily see and the button has to be big enough so that user won’t misclick that with other content (if any)**.**