Designing for users with low vision

Do

* use good contrasts and a readable font size
* publish all information on web pages (HTML)
* use a combination of colour, shapes and text
* follow a linear, logical layout -and ensure text flows and is visible when text is magnified to 200%
* put buttons and notifications in context

Don't

* use low colour contrasts and small font size
* bury information in downloads
* only use colour to convey meaning
* spread content all over a page -and force user to scroll horizontally when text is magnified to 200%
* separate actions from their context