

Accessibility

- ↳ all websites must have linear flow
- ↳ all websites must be able to be navigated by just keyboard
- ↳ things that are related must be near each other, or grouped together (approximate to each other)
- ↳ meet user expectations to avoid confusion
- ↳ consider users who have low vision (use screen magnifiers or high contrast modes), blind users, and for those with poor memory
- ↳ consider how big and how far apart links and buttons are so they are easy to press and identify

▼ 2. Accessibility by Example

-  **Managing flow**
5m 41s
-  **Re-creating visual interactions**
1m 36s
-  **Ensuring proximity in your design**
3m 13s
-  **Setting expectations**
7m 7s
-  **Writing the perfect content**
2m 8s
-  **Designing for memory issues**
4m 13s

▼ 4. Personas for People with Disabilities

-  **People are people**
4m 46s
-  **Vision issues**
5m 14s
-  **Hearing issues**
1m 32s
-  **Mobility and dexterity issues**
4m 18s
-  **Cognitive issues**
2m 16s
-  **Aging into disability**
1m 25s