

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

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| 🔖 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

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| 🔖 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 | 👁 |