

# INCREASE YOUR PRODUCT QUALITY THROUGH ACCESSIBILITY

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# WHAT IS ACCESSIBILITY?

WHY SHOULD  
YOU CARE?

# MAKES A BETTER PRODUCT

A PRODUCT THAT IS CREATED WITH  
ACCESSIBILITY IN MIND PROVIDES A BETTER  
EXPERIENCE FOR EVERYONE.

# WIDER AUDIENCE

1 IN 4 ADULTS IN THE US HAVE SOME TYPE  
OF DISABILITY

DRIVE INNOVATION  
CONSTRAINTS ARE FUEL FOR CREATIVITY

# LEGAL REASONS

## ADA COMPLIANCE

# TREAT YOUR USERS WITH CARE

LET'S CHANGE THE NARRATIVE "HEROIC  
DISABLED PERSON OVERCOMES OBSTACLES"  
TO "SOCIETY IS INCLUSIVE, ALL CAN  
SUCCEED." - HABEN GIRMA

# QUIZ TIME!

# ACCESSIBILITY TOOLS

- SCREEN READER
- DISPLAY SIZE AND FONT SIZE
- COLOR CHANGES

# ACCESSIBILITY TESTING

- MANUAL/USER TESTING
- ACCESSIBILITY SCANNER/AXE
  - AUTOMATED TESTS
  - LINT CHECKS

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Element 1

Categories Editors'

1 suggestion  
com.android.vending:id/image\_button

Touch target

Consider making this clickable item larger.  
This item's size is 24dp x 24dp. Consider making this touch target 48dp wide and 48dp high or larger. A TouchDelegate has been detected on one of this item's ancestors. This message can be ignored if the delegate is of sufficient size and handles touches for this item. A parent container may be handling touch events for this item. If selecting the larger container performs the same action as selecting this item, consider defining this item as not clickable.

WGAC

# DIMENSIONS OF ACCESSIBILITY

PERCEIVABLE. OPERABLE. UNDERSTANDABLE. ROBUST

# PERCEIVABLE

"INFORMATION AND USER INTERFACE  
COMPONENTS MUST BE PRESENTABLE TO  
USERS IN WAYS THEY CAN PERCEIVE."

# QUIZ TIME!

# LABELING

## IMAGES AND IMAGE BUTTONS

- MAKE SURE THEY HAVE A DESCRIPTION. `contentDescription` FOR ANDROID AND `accessibilityLabel` ON IOS.

## INPUTS

- MAKE SURE INPUTS ARE CLEARLY LABELED WITH WHAT THEY ARE FOR.

# TIME BASED MEDIA

## AUDIO, VIDEO, AND AUTO ADVANCE

- › PROVIDE ALTERNATIVES, OR
- › MAKE THEM OPTIONAL

# TIME BASED MEDIA

## AUDIO. VIDEO. AND AUTO ADVANCE

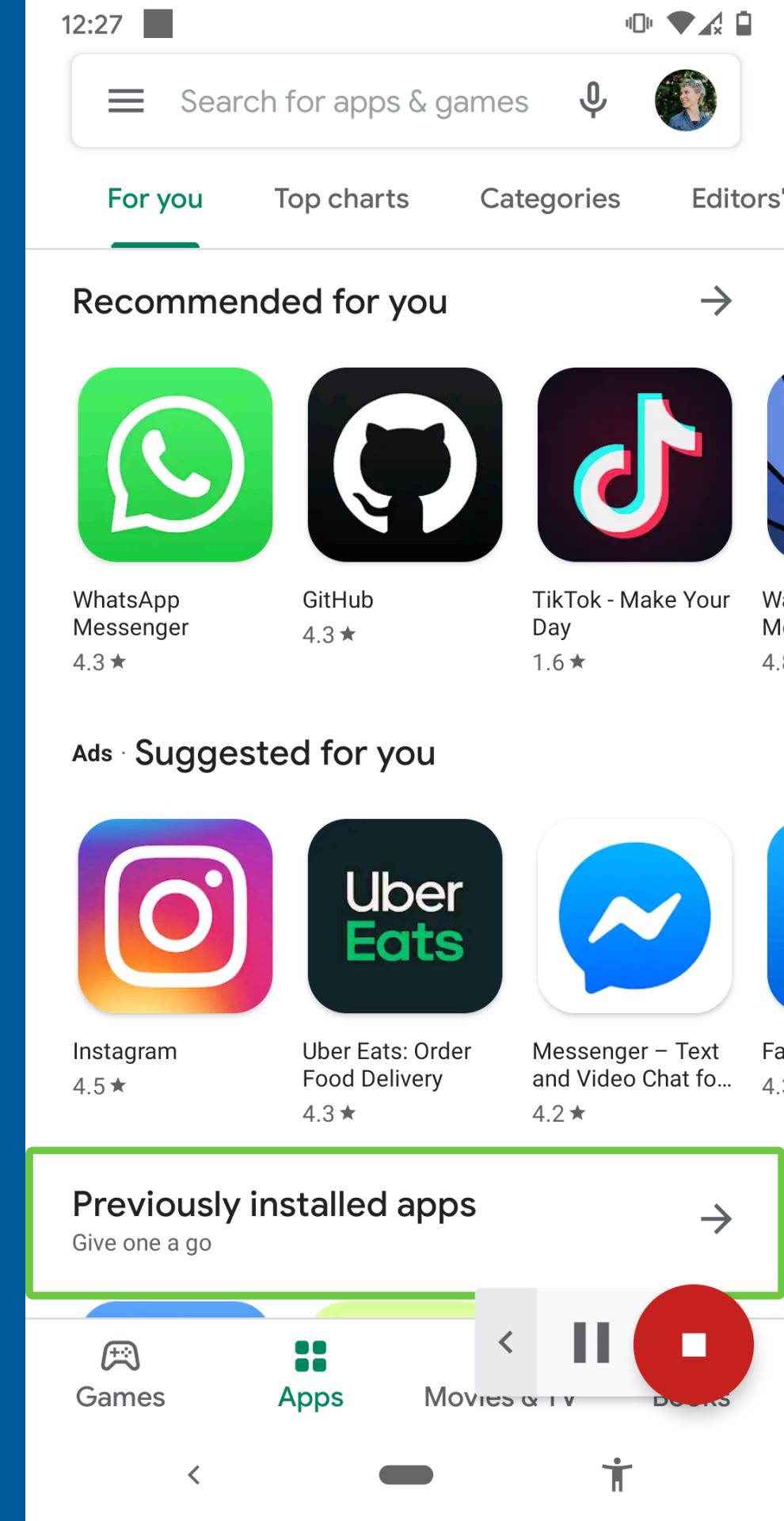
- PROVIDE ALTERNATIVES, OR
- MAKE THEM OPTIONAL

ALSO

- ALLOW REWINDING AND SKIPPING

# RELATIONSHIP AND ORDERING

- ARRANGE THE ITEMS ON THE SCREEN IN AN ORDER THAT MAKES SENSE
  - GROUP ITEMS TOGETHER



# SENSORY CUES

DON'T RELY ON ONLY A VISUAL OR AUDIO CUE TO CONVEY INFORMATION

- THIS INCLUDES THINGS LIKE SHAPE, COLOR, SIZE, VISUAL LOCATION, ORIENTATION, OR SOUND

# ORIENTATION

ALLOW BOTH PORTRAIT AND LANDSCAPE

- YES, THIS MIGHT MEAN DESIGNING FOR BOTH SCREEN LAYOUTS

# COLOR

## COLOR CONTRAST

- MAKE SURE YOU HAVE ADEQUATE COLOR CONTRAST ON WORDS AND BUTTONS

# COLOR

## COLOR CONTRAST

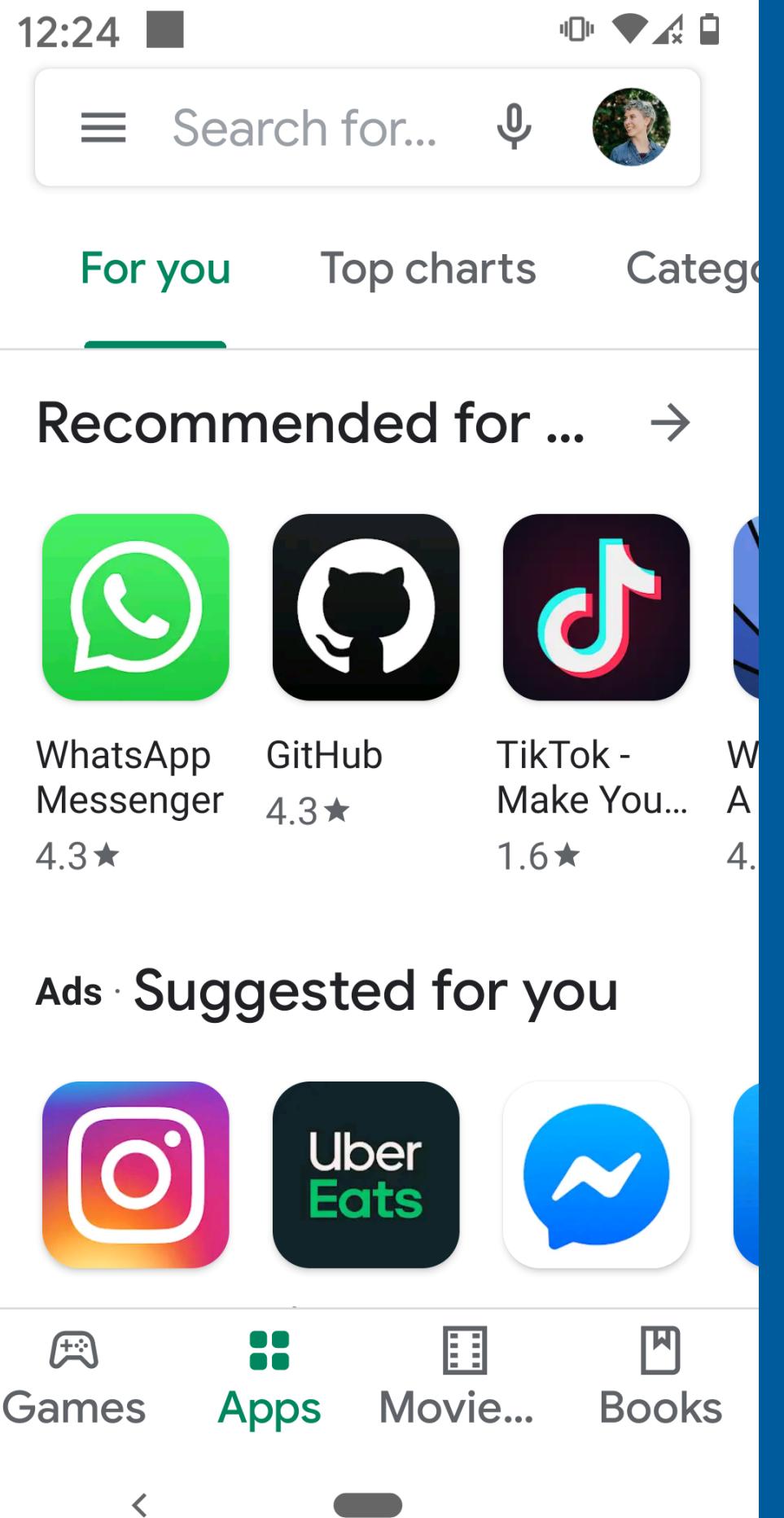
- MAKE SURE YOU HAVE ADEQUATE COLOR CONTRAST ON WORDS AND BUTTONS

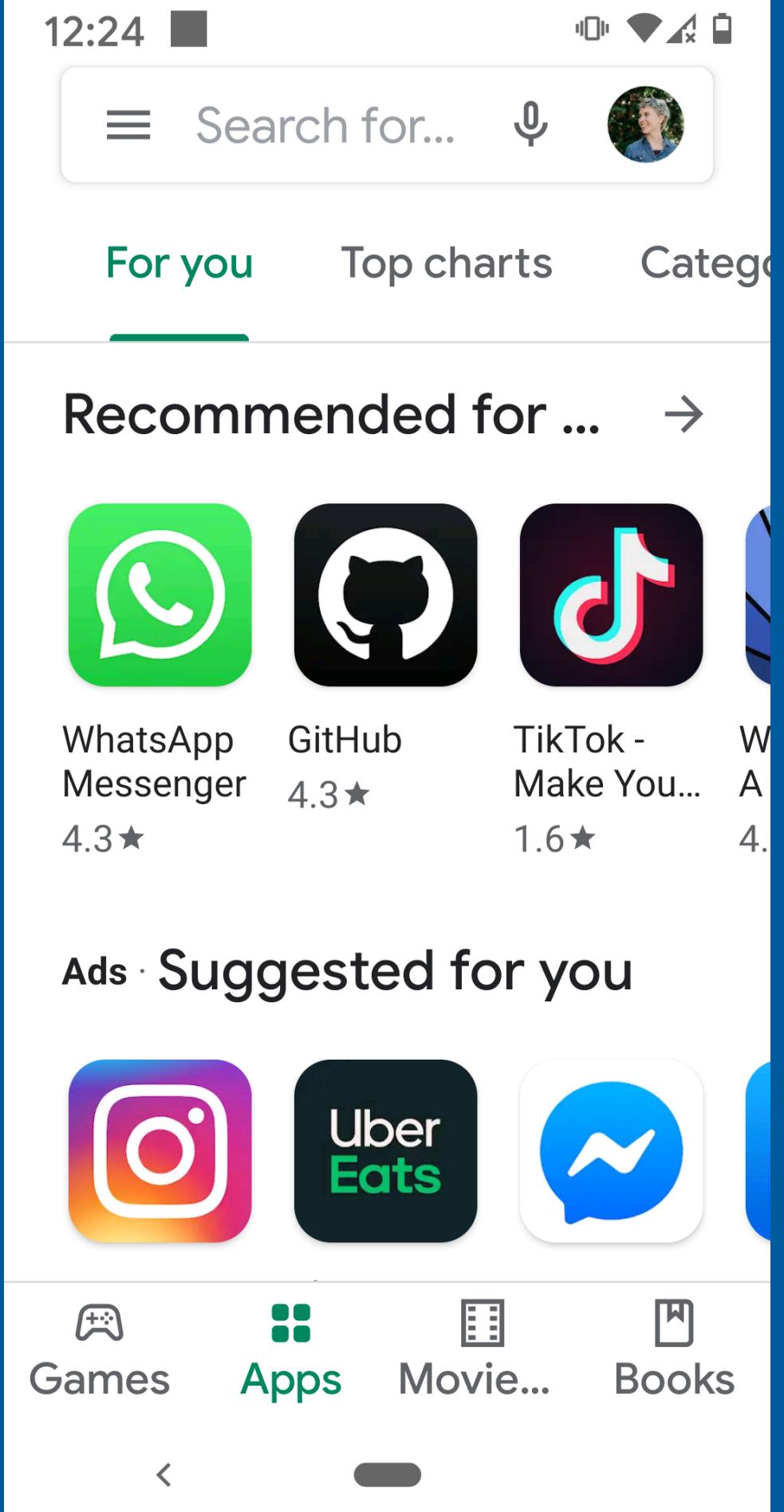
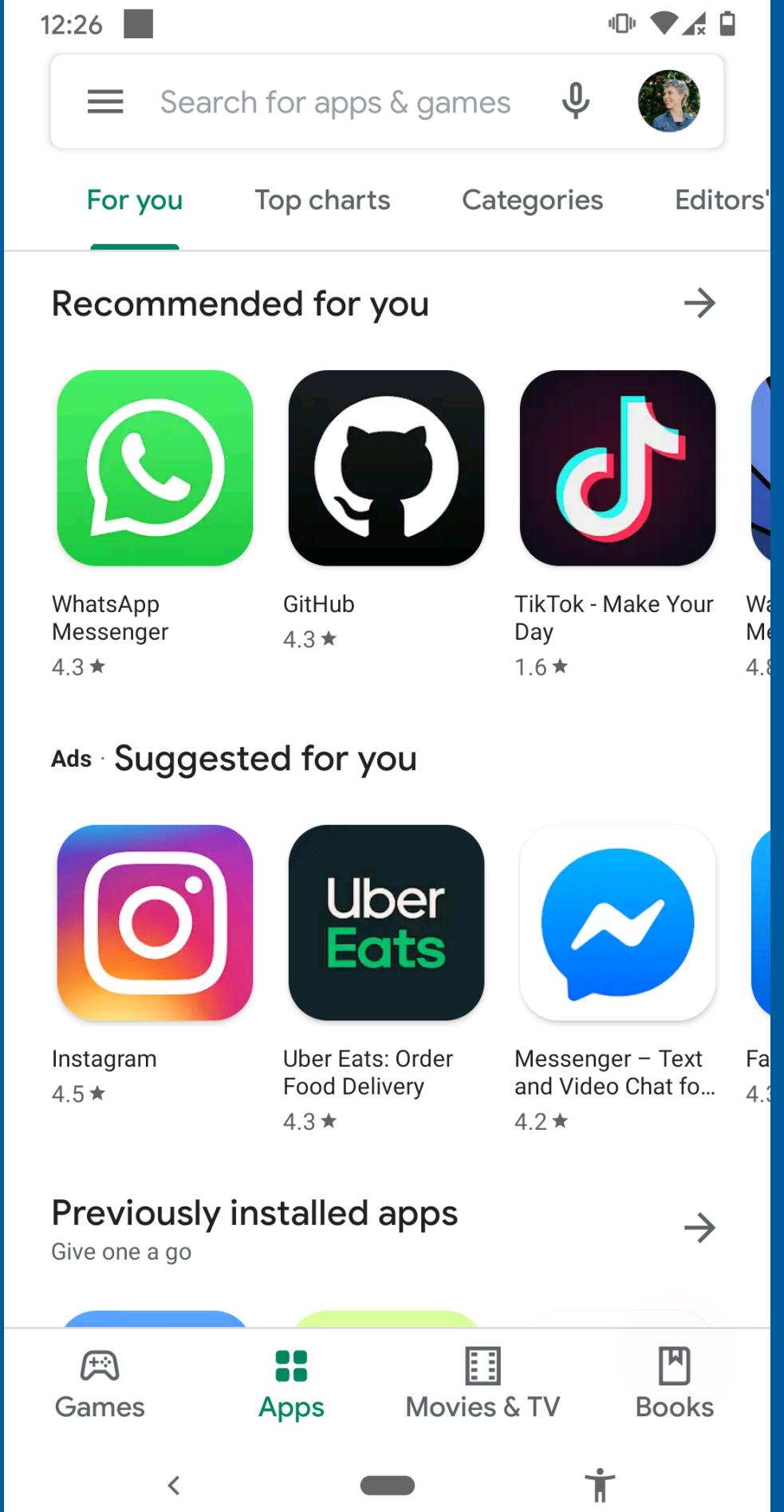
## CONVEYING INFORMATION

- DON'T USE COLOR FOR THE ONLY VISUAL MEANS OF CONVEYING INFORMATION

# FONT AND DISPLAY SIZE

- YOUR APP SHOULD STILL BE USABLE WITH LARGE SIZES





# OPERABLE

"USER INTERFACE COMPONENTS AND  
NAVIGATION MUST BE OPERABLE."

# QUIZ TIME!

# NAVIGATION

- › CAN EVERYTHING BE REACHED USING A SCREEN READER?
  - › DOES THE ORDER MAKE SENSE?
  - › AND IS THE MEANING CLEAR?

# TIMING

GIVE USERS ENOUGH TIME TO COMPLETE A TASK

ALLOW EXTENDING TIME IF NEEDED, OR DON'T PUT TIME LIMITS AT ALL

# GESTURES AND POINTERS

MULTI-TOUCH GESTURE ACTIONS SHOULD BE ACCESSIBLE VIA A  
SINGLE TOUCH

AND YOU SHOULD BE ABLE TO BACK OUT OF SINGLE TOUCH ONES, TOO

# TOUCH TARGETS

- › MAKE SURE ITEMS ARE LARGE ENOUGH TO INTERACT WITH

# UNDERSTANDABLE

"INFORMATION AND THE OPERATION OF USER  
INTERFACE MUST BE UNDERSTANDABLE."

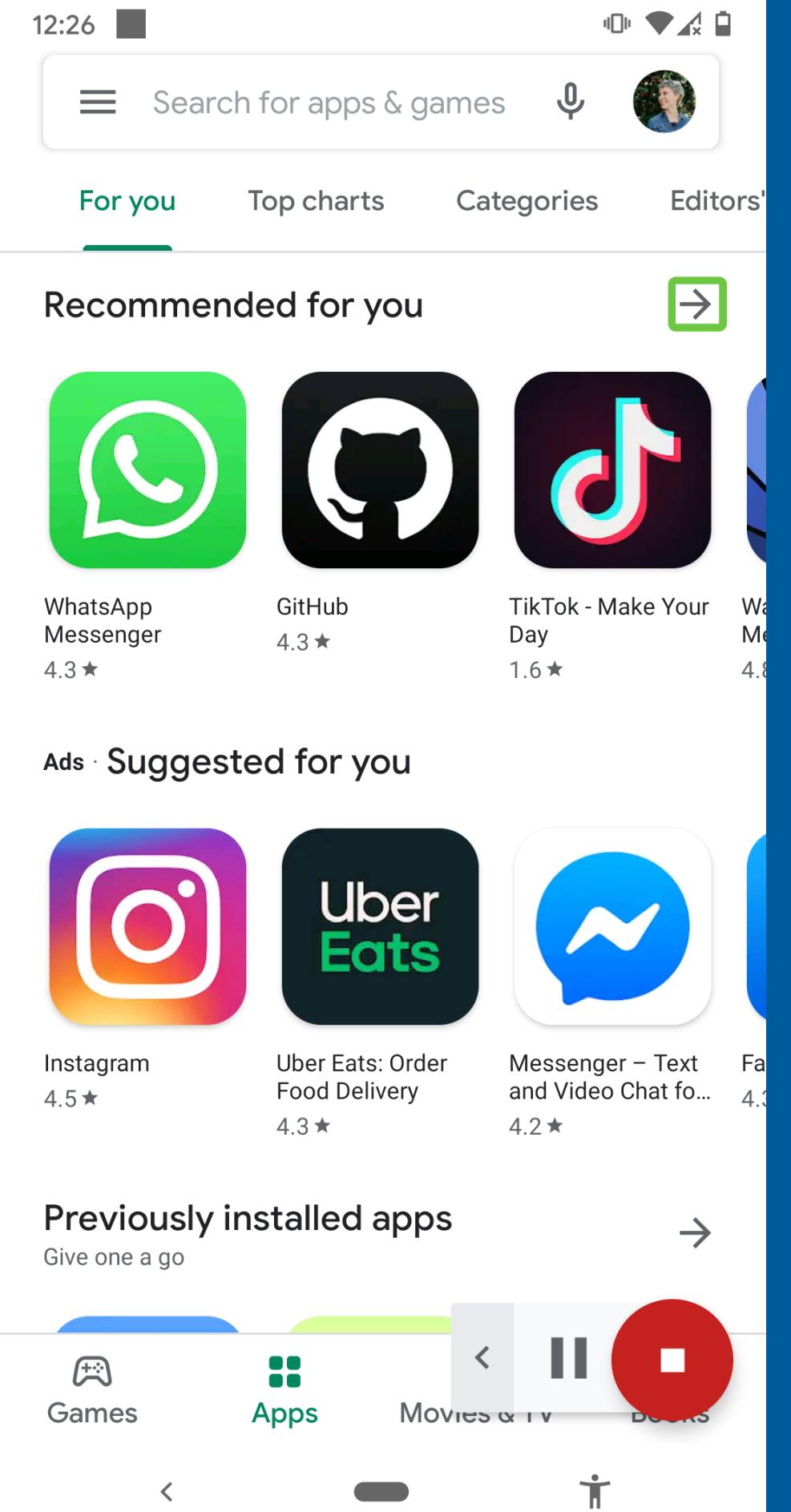
# LANGUAGE!

- INTERNATIONALIZATION
- UNUSUAL WORDS AND IDIOMS
- ABBREVIATIONS

# CONSISTENCY

- LABELING
- ORDERING
- CONTEXT

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# ROBUST

"CONTENT MUST BE ROBUST ENOUGH THAT IT CAN BE INTERPRETED BY A WIDE VARIETY OF USER AGENTS, INCLUDING ASSISTIVE TECHNOLOGIES."

BUILD QUALITY APPS.  
BUILD FOR THE WORLD  
YOU WANT.

# WORD CLOUD: WHAT THINGS CAN YOU REMEMBER TO LOOK FOR TO KEEP YOUR APP ACCESSIBLE?

THANK YOU  
VICTORIA GONDA

RESOURCES: [VICTRIAGONDA.COM/TALKS](http://VICTRIAGONDA.COM/TALKS)