





Web Design: Colour theory

Accessibility

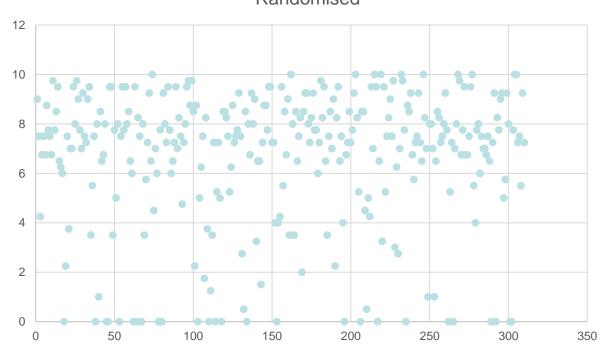


Outcomes of Assignment Pt 1

Assignment Pt 1 results

Assignment Pt 1 mean: 6.68 Assignment Pt 1 stdev: 2.77

COMP1710/6780 Assignment Pt1 Marks Randomised





Forum post 1 average: 1.44 Forum post 2 average: 1.29



Where are we up to?

24% / 100%

Assessment items behind us, assessment items in front of us

| | Task | | % | Due Date (AEST/AEDT) | Marks/Feedback Returned | | |
|----------|---|-----------------------|-----------------------|---|--|--|--|
| | Assignment (30%) INDIVIDUAL | | | | | | |
| \ | Section 0: Topic Submission | Preferred topic | 0% | End of Week 2 (Friday 12 August 5pm but there is leeway) | End of Week 4 (extended deadline to 21 August) Note that 'no news is good news'; we will only contact students with problematic topics | | |
| \ | Assignment 1: Website Submission | 5 Webpages minimum | 10% | Assignment Pt1 Due Monday 29 August 11:00am AEST | Second week of teaching break | | |
| | Assignment 2: Website Submission | 2 Webpages minimum | 10% | Assignment Pt2 Due Monday 26 September 11:00am AEST | Week 9 | | |
| | Assignment 3: Website Submission | Complete Website | 10% | Assignment Pt3 Due Monday 24 October 11:00am AEDT | Within fortnight following the end of course | | |
| | Communication and Participation + Report (25%) INDIVIDUAL | | | | | | |
| part 🗸 | Piazza forum posting + CI) contribution | 4/6 | 6% posts; 4% CI | Posts as for Assign 1 and 2; CI as completed in 2 nd half semester | Posts as for Assign 1 and 2; CI as completed in 2 nd h semester | | |
| | Report | | 15% | Report due Sunday 30/10/2022 AEDT | Within fortnight following the end of course | | |
| | Examined Material (45%) INDIVIDUAL | | | | | | |
| part 🗸 | Online Quizlets | 10/15 | 15% | End of every week | On submission | | |
| | Final Exam | | 30% | | | | |



Aesthetics and Usability

Aesthetics

 \longleftrightarrow

Usability

"...aesthetics refers to the emotional components"

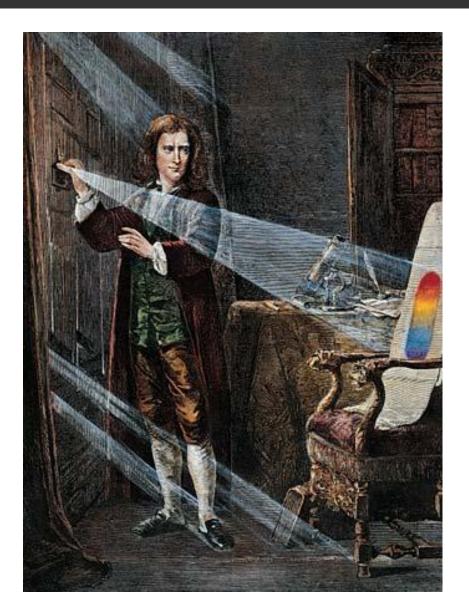
"The usability of an interface refers to its capacity to support task completion."

"... by understanding how design factors affect users, it is possible to build systems targeted to certain effects and outcomes."

Note: We discussed content types, Good/Bad web design, and VARK learning methods in detail in Weeks 3&4







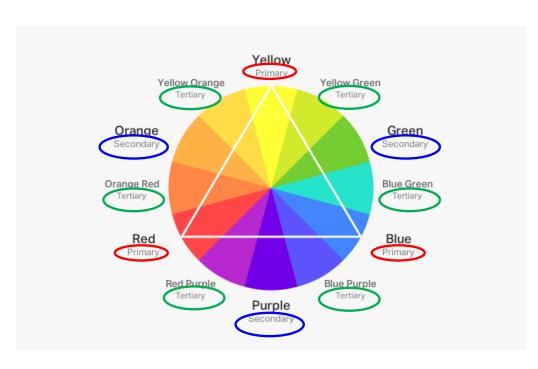
Colour has its own theory!

Sir Isaac Newton experimenting with a prism. Engraving after a picture by J.A. Houston, ca. 1870. Courtesy of The Granger Collection, New York

https://bit.ly/3UkWUH7 5







Primary colours

There are three primary colours: yellow, red and blue (though we tend to seem them as magenta, cyan and yellow)

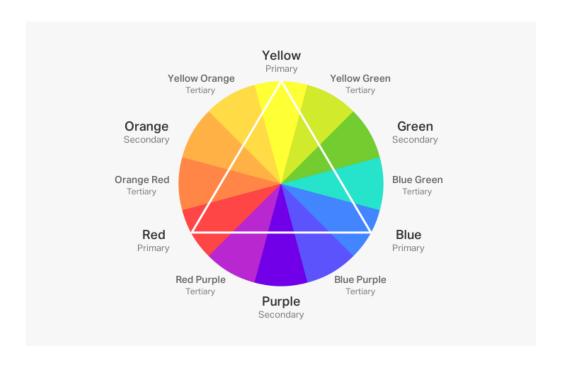
Secondary colours

When we merge the primary colours we get secondary colours: orange, purple, green

Tertiary colours

When we merge the primary colours we get secondary colours: orange, purple, green





Complementary is great for high contrast Analogous is great for continuous colour

Colour schemes - 4 main types

Monochrome – different saturations of the same colour

Complementary – Two colours from opposite sides of the colour wheel

Analogous – three colours next to each other on the colour wheel

Triadic – three colours at points of a triangle drawn in the wheel

Why should I care?



Why should you care?

- Colour has a huge effect on your visitors and sets the context of your content
- •If your development is big, you will have a designer who selects the colours and tells you what they are
- •If you development is small, you will have to select the colours
- •Knowing what colours (including the specific code) will make your life a lot easier.





This colour *patented* by a catfood manufacturer, hex colour is 751A80 RGB is 117,26,96

Australian National University

Colour theory

Commercial sites need to pay attention to colour

•Research shows that the visual representations on a website may play a factor in up to 96% of purchase decision.

Warm Colors

- Colour plays a significant role in helping customer to navigate the site where to visit next, buttons to push, attention focus.
- Branding companies have logos and colour design standards; these need to be used to help visitors orient themselves in online spaces

Other aspects of colour to consider:

Cool Colors

Contrast – emphasizes key point

Warm vs Cool – creates moods. Warm is comforting / happy but can be too energetic in reds especially. Cool is peaceful but can become too formal or cold. Colours can be *shaded* by adding black and *lightened* by adding white but remain within your colour palette.

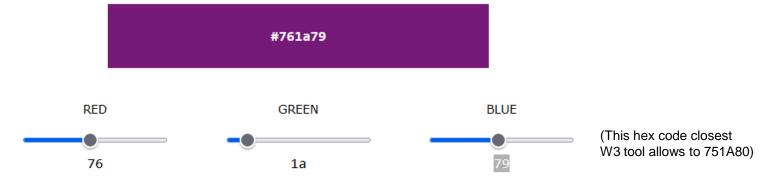


<u>HTML</u>

color: #f751A80;



You might like to try this W3 Schools tool



https://www.w3schools.com/css/css_colors_hex.asp



But of course usually you'll use CSS, and rgb colour is a bit more intuitive

<u>CSS</u>

rgb(red, green, blue) OR rgba(red, green, blue, alpha)

```
rgba(11,156,49,0.2)
rgba(11,156,49,0.4)
rgba(11,156,49,0.6)
rgba(11,156,49,0.8)
rgba(11,156,49,1)
```

alpha = opacity



HTML / CSS color

name

black

blue

Websafe colors

This is a standard palette of colours that will display consistently across most browsers (even obscure ones).

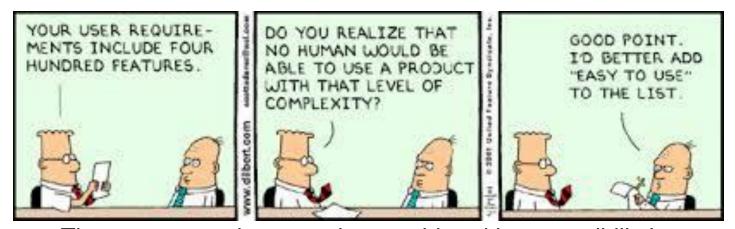
Named colours

There are 147 named colours – you can type in the name in and browsers will understand.

AliceBlue, AntiqueWhite, Aqua, Aquamarine, Azure, Beige, Bisque, Black, BlanchedAlmond, Blue, BlueViolet, Brown, BurlyWood, CadetBlue, Charteuse, Chocolate, Coral, CornflowerBlue, Cornsilk, Crimson, Cyan, DarkBlue, DarkCyan, DarkGoldenRod, DarkGrey, DarkGreen, DarkKhaki, DarkMagenta, DarkOliveGreen, DarkOrange, DarkOrchid, DarkRed, Dark Salmon, DarkSeaGreen, DarkSlateBlue, DarkSlateGrey, DarkTurquoise, DarkViolet, DeepPink, DeepSkyBlue, DimGray, DodgerBlue, FireBrick, FloralWhite, ForestGreen, Fuchsia, Gainsboro, GhostWhite...

| Color | Hex code#RR GGBB | Decimal code(R,G,B) |
|-------|------------------------|---------------------|
| | #000000 | rgb(0,0,0) |
| | #000033 | rgb(0,0,51) |
| | #000066 | rgb(0,0,102) |
| | #000099 | rgb(0,0,153) |
| | #0000CC | rgb(0,0,204) |
| | #0000FF | rgb(0,0,255) |
| | #003300 | rgb(0,51,0) |
| | #003333 | rgb(0,51,51) |
| | #003366 | rgb(0,51,102) |
| | #003399 | rgb(0,51,153) |
| | #0033CC | rgb(0,51,204) |
| | #0033FF | rgb(0,51,255) |
| | #006600 | rgb(0,102,0) |
| | #006633 | rgb(0,102,51) |
| | #006666 | rgb(0,102,102) |
| | #006699 | rgb(0,102,153) |
| | #0066CC | rgb(0,102,204) |
| | #0066FF | rgb(0,102,255) |
| | #009900 | rgb(0,153,0) |
| | #009933 | rgb(0,153,51) |
| | #009966 | rgb(0,153,102) |
| | #009999 | rgb(0,153,153) |
| | #0099CC | rgb(0,153,204) |
| | #0099FF | rgb(0,153,255) |
| | | |

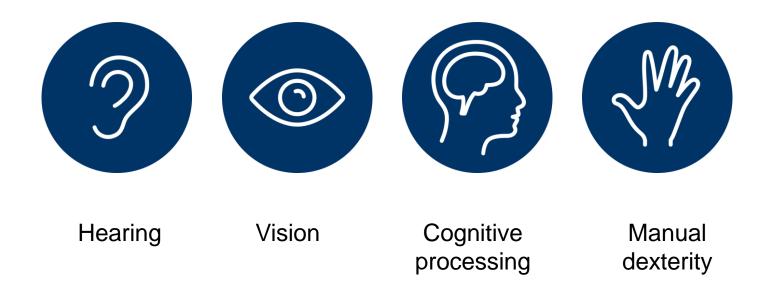
Accessibility



There are many issues to be considered in accessibility!

Some issues: coding web apps, auditing web pages for accessibility, designing interfaces to meet the needs of people with disabilities, convincing and reporting to website owners, advocating for accessibility.

BTW, you can do a free online course in accessibility 16-20 hours at https://www.w3.org/WAI/courses/foundations-course/ but we'll just touch on a few accessibility issues today.



Deaf and hard-of-hearing

Textual alternatives are needed – captioning of videos, transcripts for audio content

Text simplification to overcome language deprivation

Visual representations of audio material – graphs, figures



Image demonstrating how to wear masks and hearing aid

430 million people worldwide have disabling hearing problems

https://www.who.int/en/news-room/fact-sheets/detail/deafness-and-hearing-loss



Accessibility - vision

Red-green colour blindness affects up to 8% of males (0.4% females)

Normal vision vs. protanopia





Other vision conditions: blindness, difficulty focussing, low-level vision

How to assist in your webdev practices:

Provide alternative text for any important visual elements (including images)

C.g. src=https://imagesite/imageofsurfboards.png alt="Image of surfboards lined up on a sidewalk in full colour and altered colour to show how a person with red-green blindness might see them."

Understand screenreaders (some built in screen readers are *VoiceOver* for Macs, *Narrator* for Windows, *TalkBack* for Android but there are many others)

Your visitors may also use screen magnifiers, which may reduce their coverage of your content, especially around the edges

WHO estimates that 285 million people worldwide are estimated to be blind or have low vision.

https://www.who.int/en/news-room/fact-sheets/detail/blindness-and-visual-impairment

Cognitive impairments

Intellectual disabilities, agerelated thinking and remembering Mental health problems including depression Dyslexia ADHD



...and more

Cognitive accessibility

- Multiple modes of delivering content: text-tospeech, video
- Plain language text
- Prioritising content
- Minimise distractions
- Use mainstream interaction conventions like double-click to open, changing link colour when already visited etc.
- Give extra attention to website authentication
- Make forms easy to use
- Error capture and management

Manual dexterity problems

Some people can have temporary or permanent manual dexterity disabilities: arthritis, amputation, broken hands/wrists, tremors, etc.

Keyboard functions are important for this group (but be careful of shortcut keys to avoid conflicts with assistive device shortcuts)

Logical tab orders in forms will help people using speech to text





Accessibility should be **built into the design from the start**, not something to do when you get to it.

This is particularly true if your content targets these audiences!!!

You may find yourself working on a website (especially corporate and government websites) that is legally required to meet accessibility regulations.

A commonly used standard is WCAG 2.0 AA

Remember As W3C notes,

"Accessible media is **essential for people with disabilities**, and is **useful for everyone**."



Don't forget tomorrow your Assignment Pt 2 is due at 5pm. This includes your third forum post link.

Next Tuesday is ANZAC Day, which is a public holiday in Australia, and there are no lectures in this course. See you on Thursday!

ANZAC stands for Australian and New Zealand Army Corps. The soldiers in those forces became known as ANZACs. Anzac Day is a commemoration of the anniversary of the landing of Australian and New Zealand troops at Gallipoli, Turkey on 25 April in 1915.

