Accessibility

What do we mean?

There are many terms that we may hear…

- Design for all

- Universal Design

- Accessibility

- Many more…

What we mean most of the time, in common terms, is to allow a system to be used, no matter who the user is…

This isn't possible most of the time…

Creating systems that are truly designed to be used by every single individual on this planet, no matter what their circumstance is, is unrealistic.

What we can do in our creations though, is to be informed and to try and design our systems, to be as inclusive as possible.

In this lesson, we will look at some of the most prevalent disabilities to make us sensitive to aligning what we create or test.

PLEASE READ AND LOOK AT: https://www.w3.org/WAI/standards-guidelines/wcag/

Visual Disabilities

- Blindness (legally blind or completely blind) – alt text

- Partially blind

- Colour blind (https://colormax.org/color-blind-test/)

- Different visual impairments (e.g. macular)
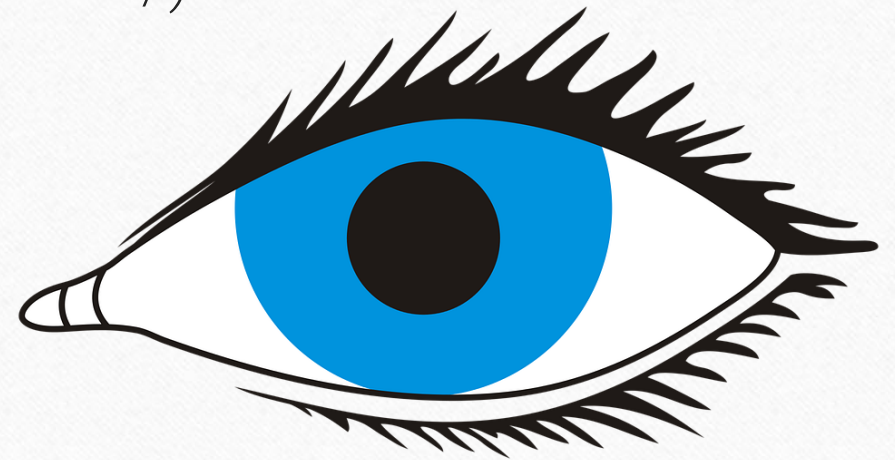
Auditory Disabilities

- Deafness

- Hard of Hearing (partial hearing)

- Distorted hearing (e.g. Tinnitus)

Motor Disabilities

- Paraplegic

- Quadriplegic

- Limited or reduced mobility

- Loss of use of / Severed limb / limbs

- Movement of neck

- Movement of eyes

- Pain in movement or functionality

- Cerebral Palsy

Cognitive Impairment

- Autism

- Memory - Dementia (**Alzheimer's etc**)

- Dyslexia (learning disability)

- ADHD (Attention Deficit Hyperactivity Disorder)

- Visual Comprehension

- Math Comprehension

Other

- Speech
- Illiteracy / Language
- Cultural differences
- Age
- Learning Difficulties (Dyslexia)
- And many others

References

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